

Collection Rates for Mexican Poker

Mexican Poker	Buy-In	Forced Bet	Individual Collection	Total Collection 6 or 7 Players	5 Players or Less
2-4	\$20	2.00	0.50	2.50	2.00
4-8	\$40	4.00	0.50	3.00	2.00
6-12	\$60	6.00	1.00	3.00	2.00
No-Limit	\$100	5.00	5.00	3.00	3.00
No-Limit	\$500	10.00	10.00	5.00	5.00

**Hustler Casino
Player/Dealer Collection Rates**

Game	Limit	Player/Dealer	Players
Pai Gow Poker	\$10-100	\$2.00	\$1.00
Pai Gow Poker	\$25-100	\$2.00	\$1.00
Pai Gow Poker	\$50-300	\$4.00	\$2.00
Pai Gow Poker	\$100-500	\$5.00	\$3.00
Pai Gow Poker	\$300-1000	\$10.00	\$5.00
Super Pan 9	\$10-100	\$2.00	\$1.00
Super Pan 9	\$25-100	\$2.00	\$1.00
Super Pan 9	\$50-300	\$4.00	\$2.00
Super Pan 9	\$100-500	\$5.00	\$3.00
Super Pan 9	\$200-700	\$5.00	\$4.00
Super Pan 9	\$300-1000	\$5.00	\$5.00
Super Pan 9	\$500-2000	\$10.00	\$10.00
21 Century B. J.	\$2.00-50.00	\$1.00	\$0.50
21 Century B. J.	\$5.00-50.00	\$1.00	\$0.50
21 Century B. J.	\$25.00-100.00	\$2.00	\$1.00
21 Century B. J.	\$25.00-100.00	\$2.00	\$1.00
L.A. B.J.	\$2.00-10.00	\$1.00	\$0.50
L.A. B.J.	\$5.00-25.00	\$1.00	\$0.50
L.A. B.J.	\$10.00-100.00	\$2.00	\$1.00
L.A. B.J.	\$25.00-100.00	\$2.00	\$1.00
Hustler Casino B.J.	\$2.00-10.00	\$1.00	\$0.50
Hustler Casino B.J.	\$5.00-25.00	\$1.00	\$0.50
Hustler Casino B.J.	\$10.00-100.00	\$2.00	\$1.00
Hustler Casino B.J.	\$25.00-100.00	\$2.00	\$1.00
Pai Gow Tiles	\$10.00-100.00	\$2.00	\$1.00
Cal Baccarat	\$10-100	\$2.00	\$1.00
Cal Baccarat	\$25-100	\$2.00	\$1.00
Cal Baccarat	\$50-300	\$3.00	\$2.00
Cal Baccarat	\$100-500	\$4.00	\$3.00
Cal Baccarat	\$200-700	\$5.00	\$4.00
Cal Baccarat	\$300-1000	\$5.00	\$5.00
Cal Baccarat	\$500-2000	\$10.00	\$10.00
	Limit	Individual. Collection	Per ½ Hour
Chinese Poker	\$5.00	\$5.00	
Chinese Poker	\$10.00	\$7.00	
Chinese Poker	\$25.00	\$10.00	

Collection Rates for Omaha Hi-Lo 8 or Better

Omaha Hi-Lo	Buy-In	Blinds	Pot Qualifier	Collection Blind (Total Collection)	6 or Fewer Players
2-4 Kill	\$40	1.00-2.00	\$30	3.00	2.00
3-6 Kill	\$50	1.00-3.00	\$40	3.00	2.00
6-12 Kill	\$100	2.00-6.00	\$80	4.00	3.00
9-18 Kill	\$120	3.00-9.00	\$90	4.00	3.00

* In all games played with a blind, the player with the button pays collection for all the players at the table, one time per round. Collection blinds placed on the button are not considered part of the pot.

Top Section Collection Rates

Hold'em / Omaha / Omaha Hi-Lo / Pineapple / Crazy Pineapple *Mixed Games	Buy-In	Blinds	Individual Collection (per half hour)
10-20	\$100	5.00-10.00	5.00
15-30	\$150	10.00-15.00	6.00
20-40	\$200	10.00-20.00	7.00
30-60	\$300	20.00-30.00	8.00
40-80	\$400	20.00-40.00	9.00
50-100	\$500	25.00-50.00	9.00
60-120	\$600	20.00-30.00	10.00
75-150	\$750	50.00-75.00	10.00
80-160	\$800	40.00-80.00	11.00
100-200	\$1000	50.00-100.00	11.00
150-300	\$1500	100.00-150.00	12.00
200-400	\$2000	100.00-200.00	13.00
300-600	\$3000	200.00-300.00	14.00
400-800	\$4000	200.00-400.00	15.00
Pot Limit Hold'em/Omaha	\$200	5.00-5.00	6.00
Pot Limit Hold'em/Omaha	\$400	5.00-10.00	7.00
Pot Limit Hold'em/Omaha	\$600	10.00-15.00	8.00
Pot Limit Hold'em/Omaha	\$2000	10.00-25.00	10.00

On occasion, these games are played in combinations of limits and game varieties. The collection rate for a mixed game is paid at the highest limit.

Collection Rates for Razz

Razz	Buy-In	Forced Bet	Individual Collection	Total Collection 7 or 8 Players	6 Players	5 Players
1-2	\$20	1.00	0.50	2.00	2.00	1.00
2-4	\$20	1.00	0.50	2.50	2.50	2.00
3-6	\$30	1.00	0.50	3.00	2.50	2.00
6-12	\$60	2.00	1.00	3.00	3.00	2.00

Top Section Rates

Stud / Stud hi-Low/Razz	Individual Collection	Total Collection	6 Players	5 Players	4, 3 or 2 Players
10-20	\$1.00	3.00	2.00	1.00	0.50 per hand
15-30	\$2.00	3.00	2.00	1.00	0.50 per hand
20-40	\$3.00	3.00	2.00	1.00	0.50 per hand

Stud / Stud Hi-Low / Razz	Buy-In	Individual Collection	Forced Bet	Individual Collection (per half hour)
25-50	\$250	5.00	5.00	8.00/7.00
30-60	\$300	5.00	10.00	8.00
50-100	\$500	10.00	15.00	9.00
60-120	\$600	10.00	20.00	10.00
75-150	\$750	15.00	250.00	10.00
80-160	\$800	20.00	20.00	11.00
100-200	\$1000	25.00	25.00	11.00
150-300	\$15000	25.00	50.00	12.00
200-400	\$2000	50.00	50.00	13.00
300-600	\$3000	75.00	100.00	14.00
400-800	\$4000	100.00	100.00	15.00

* On occasion, these games are played in combinations of limits and game varieties. The collection rate for a mixed game is paid at the highest limit.

Collection Rates for 7-Card Stud

7-Card	Buy-In	Forced Bet	Individual Collection	Total Collection 7 or 8 Players	6 Players	5 Players
1-2	\$20	1.00	0.50	2.00	2.00	1.00
2-4	\$20	1.00	0.50	2.50	2.50	2.00
3-6	\$30	1.00	0.50	3.00	2.50	2.00
6-12	\$60	2.00	1.00	3.00	3.00	2.00

Total Section Rates

Stud / Stud Hi-Low/Razz	Individual Collection	Total Collection	6 Players	5 Players	4, 3 or 2 Players
10-20	\$1.00	3.00	2.00	1.00	0.50 per hand
15-30	\$2.00	3.00	2.00	1.00	0.50 per hand
20-40	\$3.00	3.00	2.00	1.00	0.50 per hand
25-50	\$3.00	3.00	2.00	1.00	0.50 per hand

Stud / Stud Hi-Low / Razz	Buy-In	Individual Collection	Forced Bet	Individual Collection (per half hour)
25-50	\$250	5.00	5.00	8.00/7.00
30-60	\$300	5.00	10.00	8.00
50-100	\$500	10.00	15.00	9.00
60-120	\$600	10.00	20.00	10.00
75-150	\$750	15.00	25.00	10.00
80-160	\$800	20.00	20.00	11.00
100-200	\$1000	25.00	25.00	11.00
150-300	\$1500	25.00	50.00	12.00
200-400	\$2000	50.00	50.00	13.00
300-600	\$3000	75.00	10.00	14.00
400-800	\$4000	100.00	100.00	15.00
500-1000	\$5000	100.00	150.00	16.00
600-1200	\$6000	100.00	200.00	16.00
800-1600	\$8000	200.00	200.00	17.00
1000-2000	\$10000	250.00	250.00	18.00
1500-3000	\$15000	250.00	500.00	30.00
2000-4000	\$20000	500.00	500.00	32.00

* On collection, these games are played in combinations of limits and game varieties. The collection rate for a mixed game is paid at the highest limit.

Collection rates for 7-Card Stud Hi-Lo 8 or Better

7-Card Stud Hi-Lo	Buy-In	Forced Bet	Individual Collection	Total Collection 7 or 8 Players	5 or Fewer Players
3-6 Kill	\$60	1.00	0.50	3.00	2.00
3-6	\$30	1.00	0.50	3.00	2.00
6-12	\$60	2.00	1.00	3.00	2.00

Top Section Rates

Stud / Stud Hi-Low/Razz	Individual Collection	Total Collection	6 Players	5 Players	4, 3 or 2 Players
10-20	1.00	3.00	2.00	1.00	0.50 per hand
15-30	2.00	3.00	2.00	1.00	0.50 per hand
20-40	3.00	3.00	2.00	1.00	0.50 per hand
Stud / Stud Hi-Low / Razz	Buy-In	Individual Collection	Forced Bet	Individual Collection (per half hour)	
25-50	\$250	5.00	5.00	8.00/7.00	
30-60	\$300	5.00	10.00	8.00	
50-100	\$500	10.00	15.00	9.00	
60-120	\$600	10.00	20.00	10.00	
75-150	\$750	15.00	25.00	10.00	
80-160	\$800	20.00	20.00	11.00	
100-200	\$1000	25.00	25.00	11.00	
150-300	\$1500	25.00	50.00	12.00	
200-400	\$2000	50.00	50.00	13.00	
300-600	\$300	75.00	100.00	14.00	
400-800	\$4000	100.00	100.00	15.00	

* On occasion, these games are played in combinations of limits and game varieties. The collection rate for a mixed game is paid at the highest limit.

Collection Rates for Lowball, Deuce to Seven, Jacks or Better Draw, and Jacks Back

Lowball *Mixed Games	Buy-In	Blinds	Individual Collection (per half hour)
10-20	\$100	5.00-5.00-10.00	6.00
15-30	\$150	5.00-10.00-15.00	6.00
20-40	\$200	10.00-10.00-20.00	7.00
30-60	\$300	10.00-20.00-30.00	8.00
40-80	\$400	10.00-20.00-40.00	9.00
50-100	\$500	25.00-25.00-50.00	9.00
60-120	\$600	20.00-40.00-60.00	10.00
75-150	\$750	25.00-50.00-75.00	10.00
100-200	\$1000	50.00-50.00-100.00	11.00
150-300	\$1500	50.00-100.00-150.00	12.00
200-400	\$2000	100.00-100.00-200.00	13.00
300-600	\$3000	100.00-200.00-300.00	14.00
400-800	\$4000	200.00-200.00-400.00	15.00
500-1000	\$5000	200-300-500	16.00
600-1200	\$6000	200-400-600	16.00
800-1600	\$8000	400-400-800	17.00
1000-2000	\$10000	500-500-1000	18.00
1500-3000	\$15000	500-1000-1500	20.00
2000-4000	\$20000	1000-1000-2000	25.00

* On occasion, these games are played in combinations of limits and game varieties. The collection rate for a mixed game is paid at the highest limit.

Collection Rates for Omaha High, Pineapple, and Crazy Pineapple

Omaha High	Buy-In	Blinds		Collection Blind * (Total Collection)	6 Players or Less
1-2	\$20	0.50-1.00	--	2.00	1.00
2-4	\$20	1.00-2.00	--	2.50	2.00
3-6	\$30	1.00-3.00	--	3.00	2.00
6-12	\$60	2.00-6.00	--	4.00	3.00
9-18	\$90	3.00-9.00	--	4.00	3.00

* In all games played with a blind, the player with the button pays collection for all the players at the table, one time per round. Collection blinds placed on the button are not considered part of the pot.

Collection Rates for Hold'em

Hold 'em	Buy-In	Blinds	Collection Blind* (Total Collection)	6 Players or Less
1-2	\$20	1.00	2.00	1.00
2-4	\$20	2.00	2.50	2.00
3-6	\$30	3.00	3.00	2.00
4-8	\$40	4.00	3.00	2.00
6-12	\$60	6.00	3.00	2.00
8-16	\$80	4.00-8.00	4.00	3.00
9-18	\$90	3.00-9.00	4.00	3.00

* In the games played with a blind, the player with the button pays collection for all the players at the table, one time per round. Collection blinds placed on the button are not considered part of the pot.

Top Section Collection Rates (time collection)

Hold'em / Omaha / *Mixed Games	Buy-In	Blinds	Individual collection (per half hour)
10-20	\$100	5.00-10.00	6.00
15-30	\$150	10.00-15.00	6.00
20-40	\$200	10.00-20.00	7.00
30-60	\$300	20.00-30.00	8.00
40-80	\$400	20.00-40.00	9.00
50-100	\$500	25.00-50.00	9.00
60-120	\$600	20.00-30.00	10.00
75-150	\$750	50.00-75.00	10.00
80-160	\$800	40.00-80.00	11.00
100-200	\$1000	50.00-100.00	11.00
150-300	\$1500	100.00-150.00	12.00
200-400	\$2000	100.00-200.00	13.00
300-600	\$3000	200.00-300.00	14.00
400-800	\$4000	200.00-400.00	15.00
500-1000	\$5000	250-500	16.00
600-1200	\$6000	300-600	16.00
800-1600	\$8000	400-800	17.00
1000-2000	\$10000	500-1000	18.00
1500-3000	\$15000	1000-1500	30.00
2000-4000	\$20000	1000-2000	32.00
Pot Limit Hold'em	\$200	5.00-5.00	6.00
Pot Limit Hold'em	\$400	5.00-10.00	7.00
Pot Limit Hold'em	\$1500	10.00-25.00	10.00

* On occasion, these games are played in combinations of limits and game varieties. The collection rate for a mixed game is paid at the highest limit.

21st Century Blackjack Rules

A. Casino Management.

1. Hustler Casino management reserves the right to make decisions in the best interests of the game and in the spirit of fairness to all players, even if a technical interpretation of the rules may vary the decision.
2. Hustler Casino does not participate in the actual play of the game and has no interest in the outcome of play. No player plays against, or makes a wager against, the Hustler Casino.
3. By taking a seat in a game at the Hustler Casino, you agree that the decision of the management is final.
4. No decision on a hand may be rendered by a floorperson once the next hand has begun.

B. General.

1. The standard Blackjack shoe is composed of 8 regular decks of cards with 1 Joker per deck. In the case of Automatic Shuffling Devices, the number of decks may vary, but there will be one Joker per deck in all cases.
2. A 'Natural 22' beats all other hands. A Natural is:
 - a) Two Jokers
 - b) Two Aces
 - c) One Ace and one Joker
3. Two Jokers pays 2 to 1 to the extent that money covers.
4. All cards have face value.
5. A Joker with any card is a Hard 21. Players may not draw any further.
6. Aces have a value of 1 or 11.
7. All face cards have a value of 10.
8. The value of each hand is the sum of its cards.
9. Players' hands are compared with the player/dealer's hand.

C. Objectives of The Game.

1. Players have two objectives:
 - a) Form a hand whose sum does not exceed Natural 22 points.
 - b) Form a hand whose value is greater than the player/dealer's hand.

D. Game Rules.

1. If a player's total is more than Natural 22 and the player/dealer's total is Natural 22 or less, the player/dealer wins.
2. If a player's total is Natural 22 or less and the player/dealer's total is more than Natural 22, the player wins.
3. If the player and the player/dealer's total is above Natural 22:
 - a) Player/dealer is closer to Natural 22, player/dealer wins.
 - b) If player is closer to Natural 22, it is a push.
 - c) Player/dealer wins all ties over 22.
4. If the player and the player/dealer have totals below Natural 22, the hand closest to Natural 22 wins.
5. If the player and the player/dealer both have a Natural 22 it is a push.
6. If the player/dealer's up card is a Joker there is now draw.

E. Betting Rules.

1. Each player who places a wager must pay a separate collection. Players are not allowed to add money to the bets of other players.
2. Each table has a posted sign indicating the minimum and maximum bets and the appropriate collections.
3. Each 'seat' has six 'spots' for the placement of wagers. Up to 6 wagers can be made at each seat, and one collection paid for each bet.
4. All cash must be exchanged for chips. Cash wagers do not play.
5. Bets over the posted maximum limit do not play. The overage amount will be returned to the player.
6. Except in the case of double-downs or splits, players may not add or remove wagers prior to the completion of the hand.
7. Players may bet on the hands of other players (back-line betting) providing betting spots are open. A seated player cannot refuse a back-line bet.

F. The Deal.

1. Cards are dealt from left to right starting at the first seat with a valid wager and proceeding in a clockwise direction.

21st Century Blackjack Rules

2. The player/dealer receives one card face-up and each seat with a valid wager receives two cards face-up.
3. When the player/dealer's first card (face-up) is a Joker there is no draw.

G. Player Options – Decision.

1. The seated player will make final decision in playing of hand. If playing on empty seat, first wager will make decision.

H. Player Options – Stand.

1. Players who want to stand must signal their intentions to the dealer with a hand signal. The accepted signal to stand is a wave of the hand above the table surface. A verbal declaration is not sufficient.
2. It is the player's responsibility to correctly signal his intentions. If the player makes no response to the dealer's prompt, and the player's total is 12 or more, the dealer can assume the player wishes to stand.
 - a) When the dealer points to a player's hand, and pauses, it will be assumed that the player has been given an opportunity to act, or at least to signify his intentions.
 - b) If the dealer then moves on to the next active hand, and action takes place, it is assumed that the previous player has accepted the action and has no more valid options.
3. Players must stand with any hand that contains a Joker.
4. Players have no more options on any hand that totals 22 or more.

I. Player Options – Hit.

1. Players who want to 'hit' a hand may do so by signaling to the dealer with a scratch on the table surface. A verbal declaration is not sufficient.
2. It is the player's responsibility to correctly signal his intentions. If the player's total is less than 11 and no signal is given, or the player does not respond to the dealer prompt, the dealer may automatically hit the hand.

3. Players may not double or split after taking a hit card, nor may they surrender any hand containing more than two cards.
4. Players may draw multiple hit cards.

J. Player Options – Double-Down.

1. Players may double their wagers on any two cards not containing a Joker.
2. The player who has paid a collection and has most money in action will make the decision of doubling. Other players with wagers in the same seat can double their wagers or allow the hand to be played as 'double for less,' but they cannot take more hit cards. Only one card will be dealt on a double-down bet.
3. No additional collection is charged on double-up wagers.
4. Players signal their intentions by placing a second wager behind the first wager. A verbal declaration followed by the placement of the second wager will be accepted as a double.
5. The dealer will announce 'Double-down,' and will deal one card placed face-up and at a horizontal position.
6. Players may double-down for less money than the original wager, but may not double-down for more money than the original wager.

K. Player Options – Splitting.

1. Players may split any two cards of equal rank other than Joker-Joker or Joker-Ace.
2. The player who has paid a collection and has most money in action will make the decision to split. If another player in the same hand does not want to split, his/her hand will be played as the first split hand. The player who did not split the first time will lose all options on the second split hand.
3. No additional collection is charged on split wagers.
4. Players signal their intentions by placing a second wager of equal amount beside the first wager. A verbal declaration followed by the placement of the second wager will be accepted as a split.

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5. Players may split hands to a maximum of three playable hands. In other words, they may split twice only.
6. Players may double-down on any split hands.
7. Players may surrender a split hand that contains no more than two cards.
8. In the case of splitting Aces, the player will receive one card only on each hand, dealt horizontally. After splitting aces surrender is not a valid option.

L. Player Options – Surrender.

1. Players may surrender any two-card hand and the dealer will return half the original wager.
2. Cards will remain face-up on the table until completion of the deal, with the surrendered amount of chips placed on top of the cards.
3. The signal for surrender is for the player to draw a line on the table or to push the bet forward with a slight push. A verbal announcement of surrender will be followed by the dealer's confirmation.
4. As mentioned previously, the player may surrender any two-card hand. It is therefore possible for a player to split a hand and surrender one or both hands after taking the first hit. (Split Aces are not eligible for surrender.)
5. If more than one player is betting a seat, one of the players may surrender while the other player continues to play out the hand.

M. Player/Dealer Options.

1. The player/dealer has no options. Hands of Soft 17 or less must be hit, and any totals of Hard 17 or greater will stand.
2. The player/dealer cannot add or remove chips from the bank after the first card is dealt, but may add or remove chips from the bank between dealing rounds.
3. If the player/dealer's first card is a Joker the hand is over and there are no draws.
4. If the player/dealer's hand is a natural all double-downs and splits have no action. Surrenders will play 'as is' and players will have already received half their original wagers.

N. Action Button.

1. The player/dealer's second card (hole card) will determine the beginning of the action and the placement of the action button, according to the following chart:

Player/Dealer's Hole Card	Relative Position of Action Button
Ace or 8	1 st Position from Bank
2 or 9	2 nd Position from Bank
3 or 10	3 rd Position from Bank
4 or Jack	4 th Position from Bank
5 or Queen	5 th Position from Bank
6 or King	6 th Position from Bank
7 or Joker	7 th Position from Bank

O. Player/Dealer Rules.

1. The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals.
2. The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.
3. The player/dealer does not have to cover all bets. In the event that money does not cover, the action button will be used to determine which bets will be paid.
4. A seated player does not have to bet the hand before acting as player/dealer.
5. Only a seated player may act as player/dealer.
6. No player may act as player/dealer on an empty seat.
7. The player/dealer may not play any other hand during his deal.

P. Kum-Kum Banks.

1. Players may pool their resources in order to act as player/dealer. Two or more players may pool to form a kum-kum bank.
2. The Hustler Casino takes no responsibility in settling disputes between players involved in a kum-kum bank.

21st Century Blackjack Rules

Q. Errors – Single Cards.

1. A card dealt off the table is live.
2. A boxed card is treated as a piece of paper.
3. When cards are dealt to a position with no wager, those cards are dead and are treated as pieces of paper.

R. Errors – Misdeals.

1. One position with a wager received only one card after the initial deal.
2. One position received three cards.
3. One position received no cards.
4. Two boxed cards appeared in one round.

S. Errors – Initial Deal.

1. If a player does not receive the first card, the cards will be backed up providing no other player has already received a second card.
2. If a card is dealt to a position with no wager, the cards will be moved forward if no player has already received a second card.

T. Errors – The Draw.

1. If a card is exposed before the player has acted, the exposed card plus 3 additional cards will be burned and placed in the discard rack. No exposed cards can be moved forward or backwards in any circumstances.
2. If a player is passed and not given an opportunity to act in turn, that player will have a chance to complete his draw last, providing the player/dealer has not already acted.
3. If a player is passed after the dealer has pointed or prompted, the hand will play out as a 'standing' hand.
4. If the draw is started in the wrong seat, and one card only is exposed, that card and three additional cards will be burned and action returned to the correct seat.
5. If the draw is started in the wrong seat, and more than one card has been exposed, the draw will continue around the table in order. The passed player will have an opportunity to act on his hand before the player/dealer receives cards.

6. If a player coerces the dealer to expose a card from the shoe, the player must accept the exposed card.
7. If cards run out prior to the completion of all hands, the entire round is declared a misdeal and players receive free collections. The entire shoe is to be reshuffled prior to the next round.

U. Supervisor Decisions.

1. The act of backing up cards can only be done by a supervisor.
2. Management reserves the right to make decisions which are in the best interest of the game, and under special circumstances a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

PAI GOW POKER

Description

Management has the final word on who may play and the manner in which play is conducted. Discourteous behavior or abusive language will not be tolerated.

Management is not responsible for the conduct of any player, but will retain the right to refuse the use of the facility to any player.

The HUSTLER CASINO is not responsible for chips or cash left on the table.

Pai GOW poker is a simple game to play. It is played with a 53-card deck, which includes the joker. The joker can be used as an ace or as any card that completes a straight or flush.

The house dealer deals the cards into seven hands of seven cards. Six of the hands go to players and one hand goes to the player/dealer. The player/dealer shakes the dice cup, which contains three dice, and the total on the dice determines who receives the first set of cards and where the action begins. The player/dealer position is always 1, 8, and 15. Out of the seven cards each player receives, the player creates a two-card hand (sometimes called the front hand) and a five-card hand (sometimes called the back hand). The two-card hand must rank lower than the five-card hand. The goal of the game is to make two hands that are both higher than the two hands made by the player/dealer. Pai GOW poker uses the same ranking of hands as in other high poker games.

All bets are against the player/dealer. The player wins if both of his or her hands rank higher than those of the player/dealer. A tie (push)-occurs if one hand is higher and the other is lower; no money changes hands. The player/dealer wins if both of the player's hands are lower than the player/dealer's hands. The player/dealer wins all situations in which one player hand is identical to that of the player/dealer (copy) and the other player/dealer hand wins the player/dealer pushes in all situations in which one player hand is identical to that of the player/dealer (copy) and the other player/dealer hand loses.

The designated dealer button rotates, and any player may take a turn being the player/dealer for two consecutive hands.

The house dealer makes all payoffs, at even money, from the stack of the player/dealer.

PAI GOW POKER

Rules

1. All action proceeds in a clockwise direction starting from the action button.
2. You may not show your hand to or discuss your hand with, any other player at any time while the game-is in play.
3. The total count of the dice points after opening the dice cup determines which player receives the first hand, counting from the player/dealer as number 1 and proceeding clockwise. The player/dealer position is always 1, 8, and 15, no matter how many players are seated. Examples: If the dice points total 9, the player immediately to the left of the player/dealer receives the first hand. If the dice points total 15, the player/dealer receives the first hand.
4. The point total of the dice also determines the position of the action button, except when the player/dealer position is indicated; in those cases, the first player to the left (clockwise) of the player/dealer receives the action button.
5. The player/dealer's hand will not be opened until all other hands have been set. In the case in which the player/dealer's hand is opened before all hands are set, the house dealer will set the player's hand in the most logical manner.
6. A misdeal will be declared if:
 - A. The joker or an ace is boxed or exposed.
 - B. Two or more cards are boxed or exposed on the deal.
7. A boxed or exposed card on the deal will be replaced, after the deal is finished, with the first of the remaining four cards.
8. The joker may be used as an ace or to complete a straight or flush.
9. You are responsible for the final setting of your hands. The house dealer may assist in setting your hand or otherwise offer advice upon your request, but cannot be held responsible for the final decision.
10. Statements regarding the value of your hand are not binding. The cards read for themselves.
11. If you set your hands in such a way that the two-card hand ranks higher than the five-card hand, your hand is fouled and the wager is forfeited to the extent that money covers.
12. If you put three cards in one hand and four in the other, or one card in one hand and six in the other, your hand is fouled and the wager is forfeited to the extent that money covers.

13. The house dealer may set more than one player's hand on any one deal according to the logical way.
14. You may look at only one hand, regardless of the number of hands on which you have wagered. You can be the "active" player on only one circle (spot) and on only one hand, regardless of the number of hands on which you have wagered.
15. The player/dealer's hand is not set until the player/dealer has signified his or her final decision in an obvious manner to the house dealer.
16. High Limit Room and Main Floor:
 - A. Only the player/dealer can request a deck change. A player may request a deck change only if the player/dealer agrees
 - B. Once the shuffle has begun, it is too late to ask for a change equipment, i.e. Deck, Dice Cup, or Setup.
17. A hand that is misread by the house will play at true value if it can be retrieved intact.
18. When the player/dealer asks the house dealer to help set the hand, the house dealer cannot allow the player/dealer to set the hand fouled. If the house dealer mistakenly allows a fouled hand to be played, management will set the hand in the "logical way" and play will continue. A player/dealer's hand can never be set fouled.
19. If the player/dealer hand is open a players with a wager loses (or thinks he/she loses), and pushes his wager on top of his/her cards (technically surrendering). If the player pushes the money on top of his cards, and that hand wins or pushes (or loses), Dealer should immediately call the floorperson - Floorperson will warn the player that any future occurrence will result in that hand losing automatically. If there are BACKLINE bets on that hand these players (who are innocent of any wrong doing) will be allowed to play the hand as is (win, lose, or push).
20. Main Floor: Player/dealer may not ask for and receive an additional shuffle whenever he/she wants one. The dealer is to shuffle the card according to HUSTLER CASINO procedure only.
High Limit Room. Player/dealer may ask for and receive an additional shuffle.
High Limit Room. It is required that a seated player bet 6(six) times per round.
21. Player/Dealer- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-09.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

SUPER PAN 9

Description

Super Pan 9 is a fast-paced game that resembles baccarat. In the game, a dealing shoe is used to hold decks of cards that do not contain 7s, 8s, 9s, and 10s. The house dealer deals three cards to each player, including the player/dealer. Each player then has the opportunity to draw one additional card. The object of the game is for your cards to total as close to nine as possible. The goal is for your hand beat the player/dealer's hand.

In Super Pan 9, all picture cards have a value of zero. The value of the hand is the value of the "ones" column in the total of the hand. For example, a player receives 6, 4, 3 in the first three cards. This hand totals 13, but the hand has a value of three. The player draws a 5. The hand totals 18, but the value of the hand is now eight.

The player/dealer shakes the dice cup to determine the "action spot," that is, the position of the first hand that will be compared against that of the player/dealer and which player is dealt too first. The total count of the dice determines which seat is the action spot. The player/dealer's position is always 1, 9, and 17, regardless of how many players are seated.

The draw begins clockwise from the player/dealer, which makes the player/dealer the last player to draw. All hands play against the player/dealer's hand to the extent that money covers.

SUPER PAN 9

Rules

1. All action proceeds in a clockwise direction starting from the action button.
2. You may not show your hand to, or discuss your hand, with any other player at any time during play.
3. The total count of the dice points after opening the dice cup determines which player is dealt to first and has first action. The player/dealer's position is always 1, 9, and 17, no matter how many players are seated. Examples: If the dice points total 8, the player to the player/dealer's right will receive the first card and has first action.

On the draw, the first player to the player/dealer's left is offered the option of one additional card. The option continues until the player/dealer has the option of drawing the last card.

4. You may look at only one hand, regardless of the number of hands on which you have wagered.
5. A misdeal will be declared if:
 - a. It has been determined before the deal is complete that cards have gone to the wrong spot.
 - b. The player/dealer has the wrong number of cards.
 - c. A foreign card appears on the table.
6. All exposed cards on the deal play. On the draw, an exposed card will be replaced after the player/dealer has acted on his or her hand and before the players hands are read. (An exposed card is defined as one that lands face up on the table.)
7. A boxed card in the shoe is a non-existent card and is immediately replaced by the next card in the shoe.
8. If the house dealer deals a card off the table, the card is a dead card and the player receives the next card.
9. Statements regarding the value of your hand are not binding. The cards read for themselves.
10. Each player who wishes a fourth card must request a card in turn.
11. When the player/dealer's three-card hand totals 4 or less, the house dealer automatically draws a card for the player/dealer.

12. When the player/dealer's three-card hand totals 7, 8, or 9, the hand, automatically stands (plays as is).
13. When you request assistance on the play of a hand, the house dealer plays the hand according to HUSTLER CASINO Rules.
 - a. Draw on 5 or less, and
 - b. Stand on 6 or more.

After the player/dealer's hand has been opened and set, the a hand that has been set in the "logical way" is opened and checked. Any hand that has been played incorrectly by a house dealer will be reset by management.

14. Once the player/dealer's hand is open, no one else may act on his or her hand.
15. After the announcement "All hands set" has been made, you may not touch or alter your wager. Penalty: Possible forfeiture of that wager to the extent that money covers.
16. If you miss your opportunity to draw, the house dealer will back up the draw cards in order for you to receive the proper draw card, as long as the player/dealer's hand has not been opened. If you change to a hit from a no hit or vice versa, your hand will be played the logical way with the exception of 5 or 6, which will be played in the original position it was set.
17. If the player/dealer has not drawn a card, the house dealer must determine that the player/dealer has made a commitment to stand, announce the total, and proceed to settle the wagers.
18. A misdeal will not be declared after the draw has commenced, except when the player/dealer's hand does not have three cards.
19. If a card has been removed from the shoe at the request of an active player, it must play.
20. If a card has been removed from the shoe because of dealer error, the card will be placed directly under the shoe, and will be the next card in play.
20. A boxed card out of the shoe never plays.
21. All players are responsible for protecting their own hands. If you foul your hand through your carelessness with other cards, your wager is forfeited to the extent that money covers.
23. If you have an incorrect number of cards, you have a fouled hand. It is your responsibility to notify the house dealer of a problem before the draw commences.
24. A player/dealer partnership may consist of no more than three active players at the same

time.

25. Your hand must remain in view of the dealer at all times, or you risk a fouled hand and forfeiture of your wager.
26. Player/Dealer- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-09.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

PAI GOW TILES

Description

The game of PAI GOW comes to the United States from Asia. The game's playing pieces are dominoes, commonly known as tiles. Each Player receives four tiles and makes two hands of two tiles each, a high hand and a secondhand. The house dealer shuffles the tiles and the player/dealer shakes the dice cup, which contains three dice. The total of the dice determines who receives the first set of tiles and where the action begins. The house dealer delivers four tiles to each spot or position (also known as circle) at the table. The player/dealer's hand is pushed toward the player's spot who is acting as the player/dealer. The hand is then "capped" and brought back in by the house dealer for safe keeping until all the players hands are set. The goal of the game is to make two hands out of the four tiles that are both higher than the two hands made by the player/dealer. The player wins if both his or her hands rank higher than those of the player/dealer. A tie (push) occurs if one hand is higher and the other is lower, in which case no money changes hands. The player/dealer wins if both of the player's hands are lower than the player/dealer's hands. The player/dealer wins all situations in which one player hand is identical to that of the player/dealer and the other player/dealer hand wins. The player/dealer pushes all situations in which one player hand is identical to that of the player/dealer and the other player/dealer hand loses.

Player/Dealer- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-09.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

The house dealer makes all payoffs, at even money, from the stack of the player/dealer.

PAI GOW TILES

Rules

1. All action proceeds in a counterclockwise direction starting with the action button.
2. All tiles (dominoes) must be kept on the table. You may not show your tiles to, or discuss your tiles with, any other player at any time while the game is in play.
3. The house dealer shuffles the tiles thoroughly and stacks them in rows, with four tiles in each row.
4. All bets must be placed before the dice cup is opened.
5. The total count of the dice points after opening the dice cup determines which player receives the first four tiles. The count begins with the player/dealer being number 1 and proceeds counterclockwise. The player/dealer's position is always 1, 9, and 17, no matter how many players are playing. Examples: If the dice points total 8, the player immediately to the left of the player/dealer receives the first four tiles. If the dice points total 17, the player/dealer receives the first four tiles.
6. The point total of the dice also determines the position of the action button. An exception is when the player/dealer position is indicated. In this case, the player/dealer will receive the first four tiles, but the first player to the right (counterclockwise) of the player/dealer receives the action button.
7. The house dealer deals four tiles to every spot, regardless of whether a bet has been made at each spot. The house-dealer returns the tiles from all empty spots to an area in front of the house-dealer's tray.
8. You receive four tiles and set them in a way you like, in two hands, each consisting of two tiles, with the high hand in one stack and the low hand in another stack, both placed in front of your bet. You may, if you wish, leave all four tiles in one stack, in which case the house dealer sets them in "logical" way.
9. The player/dealer's tiles must be covered by a button until all the player's hands have been set. At that point, the player/dealer sets his or her hand.
8. When the player/dealer's hand is set, the house dealer opens each player's hand, starting from the action button and proceeding in a counterclockwise direction, calling out the hand and declaring whether the player won, lost, or pushed.
9. If a player loses, the house dealer brings the losing-bet forward in front of the betting circle, (stacking two stacks on top of the other two tiles.)
10. If a player pushes, the house dealer leaves the money alone but brings the tiles toward the dealer's tray as if no one has bet on that spot.

11. Player/Dealer- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-09.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

13-CARD CHINESE POKER

Description

The game of 13-card combines elements of PAI GOW poker and poker. Many variations of this game are played around the world, and its origin is claimed by many countries.

13-card uses a standard 52-card deck. The game uses no jokers or wild cards. The game is played with two, three, or four players, each one taking turns at dealing or being in the dealer position. Each player is dealt 13 cards, which the player arranges into three separate poker hands: one three-card hand in front and two five-card hands. Each hand must rank higher than the hand before it. Of the three hands, the back five-card hand must be the best hand.

Example:	3-card hand: 6- 6- A	Front
	5-card hand: 10- 10- 10- 3- 4	Middle
	5-card hand: 5- 6- 7- 8- 9	Back

The goal of the game is for all three, of the player's hands to rank higher than the opponent's hands. 13-card uses the same ranking-of-hands as in other high poker games.

Each player's set of hands competes separately and one at a time against each other player's set of hands. One unit is wagered on each of the three poker hands. In each matchup, the front three-card hand is compared to the front three-card hand of the opponent, the middle five-card hand is compared to the middle five-card hand of the opponent, and the back five-card hand is compared to the back five-card hand of the opponent. Each winning hand receives one unit from the other player. Thus, in each set of three matchups, four possibilities exist (discounting ties):

- The challenger wins all three matchups, winning three units.
- The challenger wins two matchups and loses one, for a net win of one unit.
- The challenger wins one matchup and loses two, for a net loss of one unit.
- The challenger loses all three matchups, losing three units.

Ties in any matchup result in no win or loss of units.

In this context, a unit is the betting limit for the particular game in which you are playing.

In addition, when certain hard-to-achieve hands are made, they reverse a bonus from each opponent. These are:

Three of a kind in front:	3 additional units
Full house in the middle:	2 additional units
Four of a kind in the middle:	8 additional units
Straight flush in the middle:	10 additional units
Four of a kind in back:	4 additional units
Straight flush in back:	5 additional units

Since each hand competes separately against every other hand, when a bonus hand beats a bonus hand, the net effect may be that the bonuses cancel each other.

13-CARD CHINESE POKER

Rules

These are the ranking of hands in descending order of strength:

Royal flush

Straight flush

Four of a kind

Full house Flush

Straight

Three of-a kind

Two pair

One pair

No pair

The betting structure is a fixed limit. One unit is wagered on each of the three poker hands, with this exception: When certain hard-to-achieve hands are made, they may receive a bonus from each opponent. These are:

Three of a kind in front:	3 additional units
Full house in the middle:	2 additional units
Four of a kind in the middle:	8 additional units
Straight flush in the middle:	10 additional units
Four of a kind in back:	4 additional units
Straight flush in back	5 additional units

Since each hand competes separately against every other hand, when a bonus hand beats a bonus hand, the net effect may be that the bonuses cancel each other.

In this context, a unit is the betting limit for the particular game in which you are playing.

The game is played for table stakes.

A buy-in is equivalent to 25 times, the limit condition.

No short buy-ins are allowed; however, at anytime you may add to your stack between hands.

Playing behind is not allowed except in a cash exchange for chips.

To receive a hand, you must have at least three betting units for the particular game in which you are playing.

Action starts with-the player to the right of the dealer button and proceeds around the table counterclockwise, with each player competing separately and one at a time against each other player.

The following situations result in a fouled hand:

- a. The middle poker hand is not ranked higher than the three-card hand.
- b. The back hand is not ranked higher than the middle hand.
- c. Any hand has the wrong number of cards.

NO BUST 21st CENTURY BLACKJACK

4.0

4/23/2006

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Any use of the game, rules, and/or trademarks without written authorization from
21st Century Gaming Concepts Inc., is prohibited by law.

Existing issued patents:

1-6,855,051	Dated	February 15, 2005	No Bust 21 Blackjack
2-6,776,416	Dated	August 17, 2004	No Bust Blackjack Type Game
3-6,855,051	Dated	January 9, 2001	No Bust 21 Blackjack
4-7,022,015	Dated	April 4, 2006	No Bust 21 Blackjack

And additional pending patents

21st Century Blackjack Trademark Registration No. 2,485,604

No Bust Blackjack Trademark Registration No. 2,404,922

OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack is for the Players and the Player/Dealer to add the numerical value of their cards and:

- Obtain the best possible hand of 21 and a half, or "Natural." (This hand pays 6 to 5.)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two cards consisting of any special bonus ace with any 10 value or face card is also the best hand (Natural). Natural hand beats all other hands.
- An Ace has a value of :

a) 11 and a half on first two cards with all cards with the value of 10's.

b) 1 or 11 with all cards with value of 2-9.

c) 1 or 11 with three or more cards.

- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	a) 11 and a half on first two cards with all cards with the value of 10's. b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

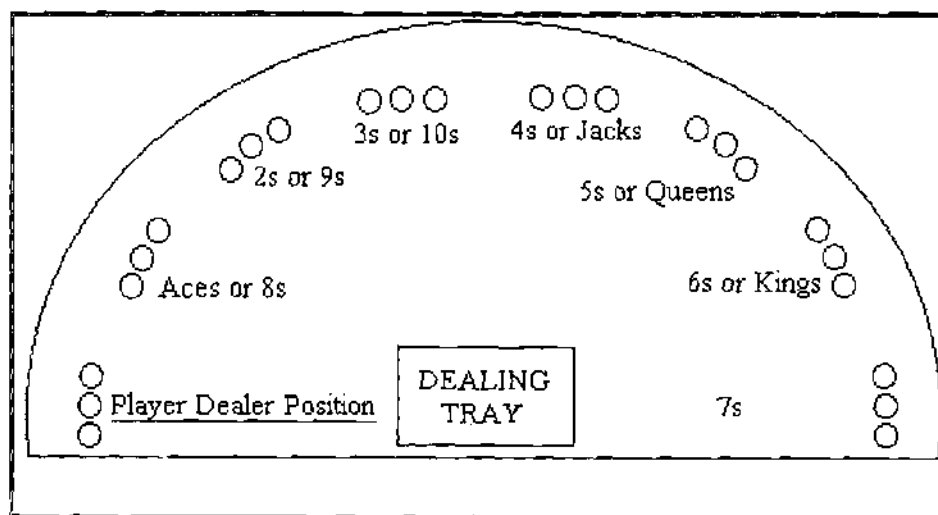
ROUND OF PLAY

1. No-Bust 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special bonus aces. The aces are bonus cards with the value of:
 - a) 11 and a half on first two cards with all cards with the value of 10's.
 - b) 1 or 11 with all cards with value of 2-9.
 - c) 1 or 11 with three or more cards.
3. the game can be played with a minimum of a one deck, totaling 52 cards and to a maximum of eight decks totaling 416 cards.
4. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the Players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
5. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "Player/Dealer" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
6. Players at a table then place their wagers in designated betting circles. The Players may place a wager at his/her seat along with other unoccupied betting circles. Each Player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
7. Once the Player/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
8. After the fees have been collected, the Dealer will deal the cards to the Players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each Player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
9. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card.

10. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

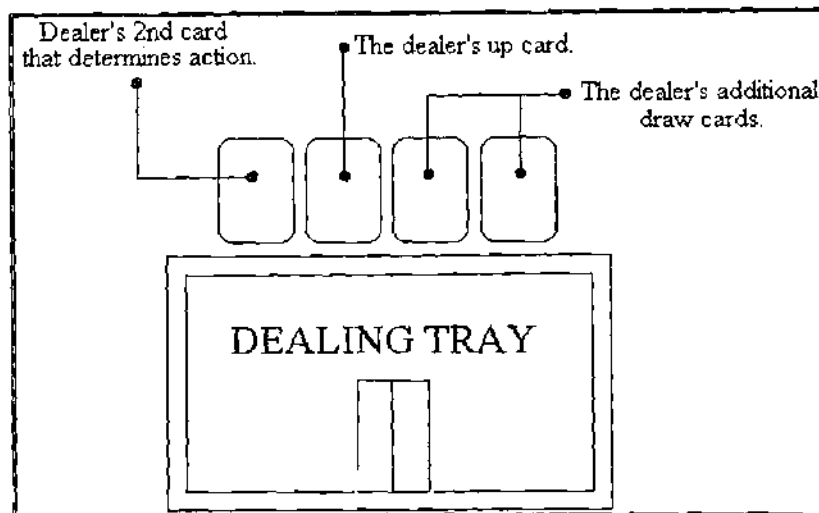
Rules For Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Soft & Hard 21 "Naturals"	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

11. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the house Dealer will turn over the Player/Dealer hole card. This card will determine where the "action button" will be placed.
12. The Action Button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The Action Button is placed based on its numerical value and in comparison to the Players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the Action Button.



13. Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.
14. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected Players by the casino or the Player/Dealer.

15. The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



16. The casino Dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

Rules For Player/Dealer		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 17 And Above	Soft 17 Or Less	None

17. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected Players.
18. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
19. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural " (21 and a half) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural ," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a "Natural" the hand closest to a "Natural " wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "natural , the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "natural " , the following will apply:
 - a. If the Player/Dealer is closer to a "natural ," the Player/Dealer wins the hand.
 - b. If the Player is closer to a "natural " the Player loses except when the Player has a 3-card hand with the value of 23, 24, or 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "natural ."
7. If a player has more than a "natural " and the Player/Dealer has less than a "natural ," the Player/Dealer wins. The player would win if they had less than a "natural " and the Player/Dealer had more than a "natural ."
8. Two cards 21 and half beat all other hands. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. All collection fees are collected by the casino Dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
10. Backline betting is allowed; subject to local Ordinance or Code.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER & ODDS

- **DOUBLE-DOWN**
 - Players can double-down on the first two-cards only, with the exception of all Natural. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.
- **SPLIT**
 - Players can split any two cards of the same value originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as he/she desires per split card to make the best hand. Players may double-down or surrender after each split.
 - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Multiple splitting of cards is permitted. Multiple splitting of aces is permitted.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.
- **SURRENDER**
 - Players can surrender at anytime if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The Player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the Player's) play for that hand will cease.
- **ODDS**
 - Any Natural hand pays 6 to 5
- **INSURANCE**
 - When the Dealer has an Ace showing, Players can take insurance by betting 1/2 of their Blackjack wager. If the Player/Dealer has a Blackjack the insurance bet is paid 2 to 1 and the Player's blackjack wager loses if the Player does not have a Blackjack.

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

HUSTLER CASINO BLACKJACK

Introduction:

Hustler Casino Blackjack is a game in which the object of the game is to get a hand closer to NATURAL than an opponent's hand without going over. This game still offers the opportunity to push if both you and your opponent's hands exceed 21 points.

Hustler Casino offers the opportunity to be a Player or the Player/dealer on any given hand.

Hustler Casino offers a variety of choices in which a Player has the opportunity to increase a wager by doubling down and splitting pairs yet allowing a Player to decrease a wager by surrendering a hand.

Hustler Casino is played with a 6 Deck shoe containing 1 Jokers per deck.

Card Ranking Chart:

(A)

ACE	=	1 or 11
JOKER	=	Wild
FACE CARDS	=	10
OTHERS	=	FACE VALUE

(B) 1 ST	-	Two Jokers
2 nd	-	21 (Total of any number of cards)
3 rd	-	20 (Total of any number of cards)
4 th	-	19 (Total of any number of cards)
5 th	-	18 (Total of any number of cards)
6 th	-	17 (Total of any number of cards)
7 th	-	16 (Total of any number of cards)
8 th	-	15 (Total of any number of cards)
9 th	-	14 (Total of any number of cards)
10 th	-	13 (Total of any number of cards)
11 th	-	etc.
12 th	-	etc.

(C) INSTRUCTIONS:

1. A hand that is closer to NATURAL than an opponent's hand wins.
2. A hand that is under 21 wins if an opponent's hand that exceeds 21.
3. If both hands exceed 21 and the player/banker is closer to 21, the player/banker wins.
4. If both hands exceed 21 and the player is closer to 21, it is a push.
5. A Natural hand for the Player (Two Jokers) WILL BE PAID DOUBLE THE ORIGINAL BET to the extent that money covers.

(D) RULES:

1. The Player must hit a hand of 11 or less.
2. The Player has the option to hit a hand of 12 through 20.
3. A player may double down on any hand as long as it does not contain a Joker.
4. A player may double down for an equal or lesser amount of the original wager.
5. A player may split pairs for an equal amount of the original wager.
6. A player may surrender half of the original wager on the first two cards only.
7. The player/dealer must hit soft 17 and less.
8. The player/dealer must stand on hard 17 and more.
9. Players may not bet on top another player's wager.
10. If a seated player accepts a backline wager(s), the player with the most money in action makes the final decision on the play of the hand.
11. All cards must stay on the table including the checking of the player/dealer's hand.
12. Players may not touch cards at any time.
13. Collections are taken before cards are dealt.
14. All cash must be changed to chips before the cards are dealt.

Player/Dealer- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an

intervening player/dealer so that a single player cannot have repeated deals within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-09.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

21st CENTURY BACCARAT

Baccarat is played with a shoe that contains eight standard 52 card decks plus eight Jokers. A Joker may have any numerical value from "0" to "9". The total number of cards in a shoe is 424.

HOW TO PLAY

1. All cards have their face value with the exception of the Joker that can be played as a wild card.
2. Face cards have the value of "0".
3. Value of each hand is determined by adding the numerical values of the cards of the hand.
4. The object of the game is to obtain a hand that the sum of its cards is "9" or closer to it.
5. Players will receive two cards starting with the action button.
6. Players have the option of drawing one card.
7. A hand that contains a Joker automatically has the value of "9".
8. A hand that contains two Jokers is a natural "9" and is better than all other non-natural "9's".
9. If the sum of cards in a hand is more than "10", the value of that hand is the sum of the hand minus multiple of "10, for example: $10+3+8=1$.
10. Players must position their hands in the proper "HIT" or "Stand" box in order to receive or not receive a draw card.
11. Each player has the option to be the player/dealer for two consecutive hands on any betting position.
12. The player/dealer must shake the dice to randomly pick a position for the start of the action.
13. Player/dealers holding a natural "9" will automatically win all hands to the extent that money covers with the exception of other natural "9's" held by players.
14. All players including the player/dealer must draw on "0's", "1's", "2's", "3's", and "4's".
15. All players including the player/dealer must stand on "7's", "8's", and "9's".
16. All players have the option to HIT or STAND on "5's" but must STAND on "6's".
17. Player/dealer has the option of HIT or STAND on "5's" and "6's".
18. Settlement of all hands start with the action button.

19. Hands that have higher numerical value than the player/dealer's hand will win and the hands that have lower numerical value than the player/dealer will lose.
20. All hands that have the same value as the player/dealer's (ties) are push hands and receive no action.
21. All pay-offs start with the action button.
22. All pay-offs extend to the amount that the player/dealer's wager covers.
23. Players who do not receive action on their wagers will receive courtesy time for their next hand.

GAME RULES:

1. Players are responsible for protection of their hands, correct number of the cards before the draw, and their chips, therefore, any discussion or comment regarding the content of any hands are not allowed.
2. Players are responsible for correct playing of their hands; prior to the opening of the player/dealer's hand, any attempt to change the hand from one box to another will cause that hand to be played by the House floor personnel according to the House Way (except option hand).
3. At the request of a player, the House Dealer may play a hand (except the player/dealer's hand) according to the following house way: A) Draw on "4" and under. B) Stand on "5" and above.
4. In case of inadvertent misplay of a "House Way" hand, the draw cards will be readjusted to their correct playing position.
5. In case of inadvertent misplay of a hand by the player, the draw cards may not be readjusted, that player's hand will automatically lose to the extent that money covers and all other hands will play as is. Intentional misplaying of hands will not be tolerated.
6. A misdeal is declared when:
 - a) The deal is out of position and two or more hands are looked at.
 - b) The deal is out of position and the player/dealer's hand is looked at.
 - c) Two or more players receive incorrect number of cards and the cards are not retrievable.
 - d) The player/dealer doesn't have correct number of cards.
7. A misdeal is not declared when the pay off is commenced.
8. Seated players may not prohibit anyone from backline wagering.
9. Player/Dealer- The player/dealer position rotates in a systematic and continuous way so

the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

HOUSE RULES

1. Time collections are taken in advance.
2. Players must wager at least the minimum bet of the table limit.
3. All cash must be changed to chips.
4. "Kum-Kum" bets are collected and paid as one bet. The "House" will not be responsible for disputes that may arise from those bets.
5. Players removing their wagers prior to completion of the payoff may lose the maximum bet or win the minimum bet amount.
6. All cards must stay on the plane of the table.
7. Attempts to switch, pass, or hold out cards will cause the player's hand to be foul and forfeiture of that wager to the extent that money covers. Players found guilty of such actions will be barred and may be subject to prosecution.
8. Players in violation of the game or the House rules must accept consequences and decisions rendered by the floor Supervisors without exception.
9. The floor personnel's decision is absolutely final.
10. Player/Dealer- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

HOLD'EM

In Hold'em, all players receive two downcards as their personal hand, after which there is a round of betting. Three boardcards are turned simultaneously and another round of betting occurs. The next two boardcards are turned one at a time, with a round of betting after each card. The boardcards are community cards, and after the final round of betting has been completed, a player may use any combination of five cards. The hand is made from any five-card combination of board and personal cards. A player may even use all of the boardcards and no personal cards to form a hand. This is called "playing the board."

Hold'em uses a flat disk called a dealer button to indicate the player who is the designated dealer for that hand. This button rotates around the table in a clockwise direction. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action after the first betting round.

One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds are part of a player's bet, unless the structure of a specific game or the situation requires part or all of a particular blind to be "dead." Dead chips are not part of a player's bet. Blinds are posted by the players who are seated in consecutive position clockwise from the button.

Action is initiated on the first betting round by the player to the left of the blinds. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

In non-tournament play, the button rotates one position clockwise after each deal. The button *must* move forward, and the blinds will be adjusted accordingly.

Rules of Hold'em

Blinds

1. In Hold'em, all blinds are "live" (except for the "dead collection blind"). If you post a blind, you have the option of raising the pot when it is your turn.
2. When there are two live blinds with three or more players, the smaller blind is to the immediate left of the dealer button. In heads-up play, the small blind is on the button.

3. A new player entering a Hold'em game, has the following options:

- A. To wait for the big blind.
- B. To post an amount equal to the big blind and immediately be dealt a hand.
- C. To let the blinds and the button pass before posting an amount equal to the big blind and receiving a hand.

4. As a new player, you cannot be dealt in between the small blind and the button. You must wait until the button passes.

A new player may enter the game by assuming the big blind in the first position clockwise from the button, as long as the order of the blinds is not disturbed.

5. If you choose to post the big blind, the blind serves as your opening bet. When it becomes your turn to act, you can either call the action or you can raise.

6. In multiple-blind games players must meet the total amount of the blind obligations for every round they play. Players can not have the button twice; the button always moves forward, and the blinds are adjusted accordingly.

7. If you miss any or all blinds, you can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind. If you choose to post the total amount of the blinds, an amount up to the size of the minimum bring-in is live and the remainder is placed in the pot as "dead money." When it becomes your turn to act, you may either call the action or you may raise.

8. A player who takes the big blind but misses the small blind must make up both blinds in order to receive a hand. The small blind money is dead money and is placed in the pot.

9. Blinds may not be made up between the big blind and the button.

10. When a game starts, a new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet been required from that seat. A Player may also change seats without penalty provided a blind has not yet been required from the new seat. However, a player who drew for the button is considered active in the game, and is required to make up both blinds if he/she misses a blind.

11. No live "straddle" bets are allowed.

Irregularities

12. If the first card off the deck is exposed on the deal, the dealer will place it back onto the deck, reshuffle, and recut the cards. If any other card is exposed due to dealer error, it will be replaced as follows: If a downcard is flashed or exposed due to a dealer error, you may not keep the exposed card. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burn card.

13. If the cards are prematurely flopped before the betting is complete, or if the flop contains too many cards, the boardcards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.

14. Should the dealer turn the fourth card on the board before the betting round is complete, the card is taken out of play for that round and the betting is completed. The dealer then burns and turns what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.

15. In Hold'em, if the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.

Playing the Board

16. You must declare that you are playing the board before you throw your cards away; otherwise you relinquish all claims to the pot.

OMAHA

Omaha is similar to Hold'em, except each player is dealt four downcards instead of two. In order to make a hand, a player must use precisely two holecards with any combination of exactly three boardcards. The betting is the same as in Hold'em.

Omaha is often played high-low split, 8-or-better. You may use any combination of two holecards and three boardcards for your high hand and another (or the same) combination of two holecards and three boardcards for your low hand.

Rules of Omaha

1. You must use exactly two of the four holecards in your hand and three cards on the board to make a valid hand.
2. All the rules of Hold'em apply to Omaha except the rule on playing the board, which is not possible in Omaha.
3. All the rules governing "kill pots" are listed in the section on kill pots.

OMAHA HIGH-LOW SPLIT (8-or-better)

Rules of Omaha High-Low Split (8-or-Better)

1. All the rules of Omaha apply to Omaha high-low split (8-or-better).
2. A qualifier of 8-or-better for low is required for all high-low split games, unless a specific posting to the contrary is displayed.
3. If there is no low hand, the high hand wins the entire pot.
4. You can use one combination to make a low hand, as long as each hand uses exactly two holecards with three boardcards.
5. All other Hold'em rules apply.

PINEAPPLE

Rules for Pineapple

Pineapple is similar to Hold'em, except each player is dealt three downcards instead of two, and one of the three downcards must be discarded after the initial round of betting but before the first three community cards (the Flop) are turned up. If a player fails to discard a card before the Flop, then that player's hand is dead. All other Hold'em rules apply.

SEVEN-CARD STUD

Seven-card stud is played with two downcards and one upcard dealt before the first betting round, followed by three more upcards (with a betting round after each card). After the last downcard is dealt, there is a final round of betting. The best five-card poker hand wins the pot. In all fixed-limit games, the smaller bet is wagered on the first two betting rounds, and the larger bet is wagered after the betting rounds on the fifth, sixth, and seventh cards. If there is an open pair on the fourth card, any player has the option of making the smaller or larger bet.

Rules of Seven-card Stud

1. The first round of betting is initiated with a forced bet by the lowest value upcard. A tie is broken by suit with the lowest suit being forced to bet. On subsequent betting rounds, the high hand on board initiates the action. Ties are broken by position, with the player who received cards first acting first.
2. The player with the forced bet has the option of opening for a full bet.
3. Completing an opening forced bet does not count as a raise, but merely as a completion of the bet. For example, in \$15-\$30 stud, the low card opens for \$5. The next player to act brings the bet to \$15 (completion of the bet). Three raises are then allowed.
4. In all fixed-limit games, when an open pair is showing on fourth street (second upcard), any player has the option of betting either the lower or the upper limit. For example, in a \$5-\$10 game, if you have a pair showing and you are the high hand, you may bet either \$5 or \$10. If you bet \$5, any succeeding player has the option to call \$5, raise \$5, or raise \$10. If a \$10 raise is made, then all other raises must be in increments of \$10. If the player who makes the open pair on fourth street checks, then all other players still have the same options.
5. In all games, the dealer announces the low card, the high hand, all raises, and all pairs. In limits of 10- 20 and higher, dealers do not announce possible straights or flushes.
6. If your first or second holecard is accidentally turned up by the dealer, then your third card will be dealt down. If both holecards are dealt up, you have a dead hand and receive your ante back. If your hand would have been the low card, as a result of the first card dealt faceup, action will start with the first hand to your left. That player may either fold, open for the amount of the forced bet, or open for a full bet.
7. If you are not present at the table when it is your turn to act on your hand, you forfeit your ante and your forced bet, if any. If you have not returned to the table in time to act on your hand, the hand will be killed in turn.

8. If you fold a hand after making a forced bet or fold when there is no wager, your seat will continue to receive cards until a bet is made.
9. If you are all in for the ante and you have the lowest card, the player to your left may come in for the forced bet, the maximum bet, or fold the hand.
10. If the wrong person is designated as low and that person bets, the action will be corrected to the proper lowcard, if at all possible. The true lowcard must bet, and the improperly designated lowcard may take back the incorrectly forced wager.
11. If the dealer burns two cards for one round or fails to burn a card, the cards will be corrected, if at all possible, to their proper positions. If this should happen on a final downcard and the cards intermingle with a player's holecards or a player looks at the card, the player must accept the card.
12. If a dealer burns and deals one or more cards before a round of betting has been completed, the card(s) must be eliminated from play, along with an additional card for each remaining player still active in the hand. After that round of betting has concluded, the dealer reburns, and play resumes. (The removed cards are held off to the side in the event the dealer runs out of cards). If the prematurely dealt card is the final downcard and has been looked at or intermingled with the player's other holecards, the player must keep the card. If there is further betting on sixth street, a player who has seven cards may not raise.
13. If there are not enough cards left in the deck for all players, the dealer will deal all the cards except the last card, which is mixed with the burn cards and any cards removed from the deck as in the previous rule. The dealer then scrambles and cuts these cards, burns again, and delivers the remaining downcards, using the last card if necessary. If there are not as many cards as players remaining without a card, the dealer does not burn, so that each player can receive a fresh card. If the dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a common card will be used. The dealer will burn a card and turn one card faceup in the center of the table. This card plays in everyone's hand. The player who is now high using the community card initiates the action for the last round.
14. If you pick up your upcards without calling a bet when facing a wager, and by doing so cause someone to act behind you (even in a heads-up situation), your hand is dead. This does not apply in a check-check situation or a bet-and-call situation.
15. You must have seven cards to win at the showdown.
16. A card dealt off the table must play and it is treated as an exposed card.

17. If the dealer turns the last card faceup to any player, the following rules apply:

A. If there are more than two players, all remaining players receive their last card facedown. Prior to action for the round of betting, a player whose last card is exposed will have the option of participating in the wagering or being declared all in.

B. If there are only two players and the first player's downcard is dealt faceup, the second player's final downcard will also be dealt faceup, and the betting proceeds as normal. In the event the first player's final card is dealt facedown and the opponent's final card is dealt faceup, the player with the exposed card will have the option of declaring all in. This decision must be made prior to any action on that round.

In any of the above situations, the player who is now high on the board using all the upcards will start the action.

18. If you call a bet even though you are beaten by an opponent's upcards, you are not entitled to a refund.

RAZZ

The lowest hand wins the pot. The format is similar to seven-card stud high, except the high card (aces are low) is required to make the forced bet on the first round, and the low hand acts first on all subsequent rounds. Straights and flushes have no ranking, so the best possible hand is 5-4-3-2-A (a wheel). An open pair does not affect the betting limit.

Rules of Razz

1. The lowest hand wins the pot. Aces are low, and straights and flushes have no effect on the low value of a hand. The best possible hand is 5-4-3-2-A.
2. The highest card starts the action with a forced bet. If the high card is tied, the forced bet is determined by suit from the highest to the lowest; that is, spades, hearts, diamonds, clubs. The low hand acts first on all subsequent rounds. If the low hand is tied, the first player clockwise from the dealer starts the action.
3. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent streets. An open pair does not affect the limit.
4. Dealers announce all pairs, the first time they occur, except pairs of face cards, which are never announced.
5. All seven-card stud rules apply in razz except as otherwise noted.

SEVEN-CARD STUD HIGH-LOW SPLIT (8-or-Better)

Seven card stud high-low split (8-or-better) is a stud format game which is played both high and low. A qualifier of 8-or-better for low applies to all high-low split games, unless a specific posting to the contrary is displayed. The low card initiates the action on the first round, with an ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates the action. If the high hand is tied, the first player clockwise from the dealer acts first. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent rounds, and an open pair does not affect the limit. Aces may be used for high or low. Straights and flushes do not effect the low value of a hand. A player may use any five cards to make the best high hand, and the same or any other grouping of five cards to make the best low hand.

Rules of Seven-Card Stud High-Low Split (8-or-Better)

1. A qualifier of 8-or-better for low applies to all high-low split games, unless a specific posting to the contrary is displayed.
2. A player may use any five cards to make the best high hand and any five cards, whether the same as the high hand or not, to make the best low hand.
3. The low card by suit initiates the action on the first round, with an ace counting as a high card for this purpose.
4. Aces may be used for high or low, and straights and flushes do not effect the value of a low hand.
5. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent rounds. An open pair does not affect the limit.
6. *Splitting of pots is only determined by the cards and not by agreement among players.*
7. When there is an odd chip in a pot, the chip goes to the high hand. If two players split the pot by tying for both the high and the low, the pot shall be split as evenly as possible, with the player with the highest card by suit receiving the odd chip. When making this determination, all cards are used, not only the five cards that constitute the player's hand.
8. When there is one odd chip in the high portion of the pot and two or more high hands split all or half the pot, the odd chip goes to the player with the high card by suit. When two or more low hands split half the pot, the odd chip goes to the player with the low card by suit.
9. All rules for seven-card stud apply to seven-card stud high-low split (8-orbetter) except as otherwise noted.

LOWBALL

Lowball is draw poker with the lowest hand winning the pot. Each player is dealt five cards facedown, after which there is a betting round. Players are required to bet or fold. The players who remain in the pot now have an option to improve their hand by replacing cards in their hand with new cards. This is known as the draw. In limit poker, the bet doubles after the draw (unless otherwise posted). The most popular forms of lowball are ace-to-five lowball (also known as California lowball), and deuce-to-seven lowball (also known as Kansas City lowball). In ace-to-five lowball, the best hand is 5-4-3-2-A and in deuce-to-seven lowball, the best hand is 7-5-4-3-2, not of the same suit. For a further description of the forms of lowball, please see the individual section for each game.

Rules of Lowball

All rules governing "Kill Pots" are listed in the kill pots section.

1. *Cards Speak* Cards read for themselves. However, a *verbal declaration concerning a player's hand is binding*. Example: If a player calls an "8", that player must produce at least an "8" low or better to win. If you miscall your hand and cause another player to foul his or her hand, your hand is dead. If both hands remain intact, the best hand wins. If a miscalled hand occurs in a multihanded pot, the miscalled hand is dead, and the best remaining hand wins the pot. *For your own protection, always hold your hand until you see your opponent's cards.*
2. Any player spreading a hand with a pair in it must announce "pair" or risk losing the pot if it causes any other players to foul their hand. If two or more hands remain intact, the best hand wins the pot.
3. In ace-to-five lowball, the best hand is any 5-4-3-2-A. Straights and flushes do not count against your hand.
4. The joker is considered to be the lowest card not present in your hand.
5. As a new player, you have two options:
 - A. To wait for the big blind.
 - B. To kill the pot (double the limit for that hand by posting double the amount of the blind).
6. In a single-blind game, a player who has less than half a blind may receive a hand. However, the next player is obligated to take the blind. In the event that the all-in player wins the pot or buys in again, the player will then be obligated to take the blind.
7. In single-blind games, half a blind or more constitutes a full blind.

8. In single or multiple-blind games, if for any reason the big blind passes your seat, you may either wait for the big blind or kill the pot (provided no active player objects) in order to receive a hand. This does not apply if you have taken all of your blinds and changed seats. In this situation, you will be dealt in when your position in relationship to the blinds entitles you to a hand.

9. In limit ace-to-five lowball, before the draw, an exposed card of seven or under must be taken, and an exposed card higher than a seven must be replaced after the deal has been completed. This first exposed card is used as the burn card. After the draw, an exposed card cannot be taken. The draw is completed to each player, in order, and then the exposed card is replaced. A flashed card before the draw is not treated as an exposed card. After the draw, all flashed cards are considered exposed cards and replaced.

10. Any player may draw up to five consecutive cards.

11. Five cards constitute a playing hand; more or less than five cards after the draw constitutes a fouled hand. Before the draw, if you have less than five cards in your hand, you may receive additional cards, providing no action has been taken by the first player to act, unless that action occurs before the deal is completed. However, the dealer position may still receive a missing fifth card even if action has taken place. If action has been taken, you are entitled on the draw to receive the number of cards necessary to complete a five-card hand.

12. You may change the number of cards you wish to draw, providing:

- A. No cards have been dealt off the deck in response to your request (including the burn card).
- B. No player has acted on his or her hand based on the number of cards you have requested.

13. If you are asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obliged to respond and the dealer cannot respond.

14. In limit play, a bet and six raises is allowed in all multi-handed pots.

15. In limit play, check-and-raise is not permitted.

16. The minimum opening bet is the size of the large blind (unless otherwise posted). Example: In a \$30-\$60 limit game where, the blinds are \$10, \$20, and \$30, you may open for \$30 or \$60 before the draw.

17. Rapping the table in turn constitutes either a pass or the declaration of a pat hand, depending on the situation.

18. In limit play, if you check a seven or better and it is the best hand, all action after the draw is void, and you cannot win any money on any subsequent bets. You are still eligible to win whatever existed in the pot before the draw if you have the best hand. If you check a seven or better and the hand is beaten by a better hand, you lose the pot and any additional calls you make.

19. In ace-to-five lowball, in the event of an all-in bet that is less than half a bet, a seven or better may call this short bet after the draw and win. However, if another player overcalls this short bet and loses, the person who overcalls receives the bet back. If the seven or better fulfills his or her obligation by completing to a full bet, all subsequent betting action will stand.

KILL POTS

1. In a game which requires a player who wins two consecutive pots to kill the next pot (natural kill), a marker called a "kill button" indicates which player has won the previous pot. The winner keeps this marker until the hand is completed. If the player who has the kill button wins the next pot and it qualifies monetarily, that player must kill the next pot. There is no pot-size requirement for the first pot or "leg" of a kill. For the second "leg" to qualify for a kill, you must win at least one full bet for whatever limit you are playing, and it cannot be any part of the blind structure.
2. In lowball the betting limits before and after the draw is doubled when the pot is killed. Kill blinds are considered part of the pot. If a player with a natural kill wins again, then that player must kill it again (for the same amount as the previous hand).
3. If a player with one "leg up" splits the next pot, that player still has a "leg up" for the next hand. If the player who split the pot was the kill in the previous hand, then that player must also, kill the next pot.
4. The kill button is neutral (belonging to no player) if:
 - A. It is the first hand of a new game.
 - B. The winner of the previous pot has quit the game.
 - C. The previous pot was split and neither player had the kill button.
5. A person who leaves the table with a "leg up" toward a kill still has a "leg up" upon returning to the game.
6. When a player wins both the high and the low pot in a split-pot game ("scooper"), the next hand will be killed *only* if the pot is at least five times the size of the upper limit of the game.
7. In lowball, a player may look at two cards and randomly kill the pot. The pot may no longer be killed if any player in the game has received a third card. If you kill the pot in a voluntary kill situation, you must have at least four times the amount of the kill blind in your stack. For example: If the big blind is two chips, and the kill blind is four chips, the voluntary killer must have at least 16 chips prior to posting the kill.

8. If you are unaware that the pot has been raised or killed, and you put in a lesser amount, you may withdraw that money and reconsider that action before the draw. If it is a required kill pot (as described in rule No. 2 or in rule No. 6) with the kill button faceup, you must complete the bet or forfeit any bet.
9. Only one kill is allowed per hand. In lowball, a new player wanting to be dealt in an already killed pot may receive a hand by killing the next available pot, providing no one objects.
10. A player who is required to post a kill must do so that same hand even if he or she wishes to be dealt out or quit the game. A player who fails to post a required kill blind will not be allowed to participate in gaming until the kill money is posted.
11. In a kill pot, the killer acts last on the first betting round, but before any player acts twice. If the pot is raised, after the killer acts the action shall proceed clockwise from the killer.
12. Broken game status is allowed only for players of the same limit and game type. For this purpose a game with a mandatory kill is considered a different type of game than an otherwise similar game without a mandatory kill.

DRAW POKER (JACKS-OR-BETTER)

All five-card jacks-or-better draw games require a pair of jacks or better to open the pot. The game is played with a 53-card deck, which includes the joker. The joker can be used either as an ace or as any card that completes a straight, flush, or straight flush. All limit five-card draw games have fixed-limit betting. There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw is twice the amount of the betting limit before the draw.

In all draw poker games, check-and-raise is permitted, and a bet and six raises is allowed in all multihanded pots.

Note: A player who opens the pot in jacks-or-better must show the openers, whether the hand is called or not, in order to win the pot.

Five aces are the best possible hand (four aces and joker).

Rules of Draw Poker (Jacks-or-Better)

1. A pair of jacks or better is required to open the pot. If no player opens the pot, the button moves forward and each player must ante again, unless the limit of antes has been reached for that particular game.
2. If the opener should show false openers before the draw, any other active player has the opportunity to declare the pot opened. However, any player who originally passed openers is not eligible to declare the pot open. The false opener has a dead hand and the opening bet stays in the pot. Any other bet placed in the pot by the opener may be withdrawn provided the action before the draw is not completed. If no other player declares the pot open, all bets are returned except the opener's first bet. The first bet and antes will remain in the pot, and all players who were involved in that hand are entitled to play the next hand after anteing again.
3. Any player who has legally declared the pot opened must prove openers in order to win the pot.
4. In all cases, the pot will play (even if the opener shows or declares a fouled hand) if there has been a raise, two or more players call the opening bet, or all action is completed before the draw.
5. Once action has been completed before the draw, the opener may not withdraw any bets, whether or not the hand contains qualifying openers.
6. An opener may be allowed to retrieve his or her hand to prove openers at the floorperson's discretion.
7. Any player may request the opener to retain the opening hand and show it after the winner of the pot has been determined.
8. You may split openers, but you must declare that you are splitting and place all discards under a chip to be exposed by the dealer after the completion of the hand. If you declare that you are splitting openers, but it is determined that you could not possibly have had openers when your final hand is compared with your discards, you will lose the pot.
9. You are not splitting openers if you retain openers. If you begin with the ace, joker, king, queen of spades, and the ten of clubs, you are not splitting if you throw the ten of clubs away. You are breaking a straight to draw to a royal flush, and in doing so, you have retained openers (ace, joker).
10. After the draw, if you call the opener's bet and cannot beat openers, you will not get your bet back.
11. The joker may only be used as an ace, or in straights, flushes, or straight flushes.

12. If the joker is used to make a flush, it will be the highest card of the flush not present in the hand.
13. Any player may draw up to five consecutive cards.
14. Five cards constitute a playing hand. More or fewer than five cards after the draw constitutes a fouled hand. Before the draw, a player having fewer than five cards may receive the additional cards necessary to complete his or her hand, providing no action has been taken by the first player to act (unless that action is before the deal is completed). However, the dealer position may still receive the fifth card even if action has taken place. If action has been taken, the player may draw the number of cards necessary to complete a five-card hand on the draw.
15. If you are asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obliged to respond and the dealer cannot respond.
16. You may change the number of cards you wish to draw, providing:
 - a. No cards have been dealt off the deck in response to your request.
 - b. No player has acted in any way on his or her hand based on the number of cards you have requested.
17. Cards that are exposed faceup by the dealer before the draw must be kept.
18. Cards that are exposed by the dealer on the draw cannot be kept. These cards will be replaced at the end of the draw.
19. Check-and-raise is permitted.
20. A maximum of a bet and six raises is permitted.
21. You may not change your seat between hands when there are multiple antes or forfeited money in the pot.
22. Rapping the table in turn constitutes a pass, but rapping the table in turn also may mean the declaration of a pat hand. A player who indicates a pat hand by rapping the table, not knowing the pot has been raised, may still play his or her hand.
23. Even if you are all in for just the ante (or part of the ante), you may declare the pot open if you have openers. If you are all in and falsely declare the pot open, you will lose the ante money and may not continue to play on any subsequent deals until a winner is determined. Even if you should buy in again, you must wait until the pot has been legally opened and someone else has won it before you can resume playing.

24. You have the right to pay the ante (whether single or multiple.) at any time and receive a hand, unless there is any additional money in the pot that has been forfeited during a hand in which you were not involved.

25. If the pot has been declared open by an all-in player playing for just the antes, all callers must come in for the full opening bet.

26. If you have only a full ante and no other chips and money on the table, you may play for just the ante. If no one opens and there is another ante, you may still play for that part of the antes that you have matched, without putting in any more chips and money.

NO LIMIT AND POT-LIMIT POKER

No-limit Rules

1. All the rules for limit games apply to no-limit and pot-limit games, except as noted in this section.
2. There is no maximum number of raises in any betting round.
3. All bets must be at least equal to the minimum bring-in unless the player is going all in. A bet of less than the minimum bring-in does not reopen the betting to anyone who has checked.
4. All raises must be equal to or greater than the size of the previous bet or raise, except for an all-in wager. To reopen the betting, an all-in bet must be at least the size of the last bet or raise. For example: Player A bets \$100. Player B raises \$100 more, making the total bet \$200. Player C wishing to raise must raise at least \$100 more, making the total bet \$300. If the all-in bet was less than \$100 more, the betting round would not be reopened.
5. A wager is not binding until the chips are actually released into the pot.
6. If there is a discrepancy between a player's verbal statement and the amount put into the pot, the bet will be corrected to the verbal declaration.
7. Since no-limit play may require a large number of chips in order to make a bet, a player who says "raise" is allowed to make more than one move into the pot until the wager is complete.
8. A bet of a single chip or bill without comment is considered to be the full amount of the chip or bill allowed. However, a player acting on a previous bet with a larger denomination chip or bill is calling the previous bet unless this player makes a verbal declaration to raise the pot.
9. In all no-limit and pot-limit games, the house has the right to place a maximum time limit for taking action on your hand. The dealer will "put the clock" on someone when requested to do so by a floorperson. If the clock is put on you when you are facing a bet, you will have one additional minute to act on your hand. You will have a ten-second warning, after which your hand is dead if you have not acted.
10. The casino does not condone "insurance" or any other propositional wagers. The management will decline to make decisions in such matters, and the pot will be awarded to the best hand. Players are asked to refrain from instigating propositional wagers in any form.

11. For those special rules that apply only to no-limit and pot-limit lowball, see the section at the end of Lowball.

Pot-limit Rules

12. The rules of no-limit play also apply to pot-limit play, except that a bet may not exceed the size of the pot.

13. Any bet greater than the size of the pot can not be wagered. Dealer shall correct bets exceeding pot. The amount exceeding the size of the pot will be given back to the player.

14. In pot-limit Hold'em and pot-limit Omaha, a player can open for any amount up to four times the size of the big blind. For example, if the blinds are \$10 and \$20, a player may either open with a call of \$20 or raise to any amount from \$40 to \$80 using increments of the game.

15. In pot-limit play, if single dollars are involved in the blind, the pot size will be rounded up to the next \$5 increment. Other betting structures may be rounded upwards as required.

16. The maximum amount a player can raise is the amount in the pot after the call is made.

17. In pot-limit, if a chip or a bill larger than the pot size is put into the pot without comment, it is considered to be a bet of the size of the pot.

18. In pot-limit games a "live" straddle is allowed. The player with the "live" straddle must be immediately clockwise from the blind and post an amount twice the size of the big blind. The player who posts the "live" straddle has last action for the first round of betting and is allowed to raise.

MEXICAN POKER

Mexican Poker is similar to 5-card stud and is played with a standard deck "stripped" to 41 cards. The 8's, 9's, and 10's are removed, the Joker remains.

To receive a hand, each player posts a collection when required. The cards are dealt clockwise, beginning to the left of the dealer button. The dealer button rotates clockwise after each hand is complete.

Each player receives a total of 5 cards, of which 1 card must be face down. After the first two cards are dealt (1 up and 1 down), a betting round begins with the high card clockwise of the dealer button, making a forced opening bet to start the action. After the betting is complete, the players may expose, if they wish, their down card. This action must be complete prior to the deal of the third card which may be delivered up or down depending on whether or not previously dealt down cards have been opened. When the third card has been delivered, betting then occurs.

The fourth and fifth cards are then dealt and played according to the same format. The player with the highest-ranking hand wins the pot.

Rules for Mexican Poker

1. The Joker is "wild" in all cases when dealt face down; however, when dealt face up, it is "wild" only with Aces, Flushes, and Straights.
2. The player with the highest card clockwise of the dealer button will make a mandatory opening bet. (When the Joker is dealt face up, it will be considered an Ace for purposes of the opening bet.) The opening bettor has the option of opening at either the lower or upper limit.
3. The highest hand will start the action on all following rounds. Hands are considered to be of equal value whether or not one hand may include the Joker. The closest of such hands to the dealer acts first.
4. If any down card is exposed by the house dealer, that player will receive his next card down and will be permitted to declare "all-in". If the Joker is inadvertently exposed, it will play as if it had been dealt face down – "wild" in all cases.
5. The following hands are considered the same as a straight due to the removal of 8's, 9's, and 10's from the deck:

"4-5-6-7-J"

"5-6-7-J-Q"

"6-7-J-Q-K"

"7-J-Q-K-A"

6. If cards on the initial deal are dealt out of sequence, a misdeal will be declared. Two instances of action, however, will indicate acceptance, in which case there will be no misdeal. The hand missed will be fouled.

7. Because cards on 3rd, 4th, or 5th streets are dealt either face up or face down, any cards dealt out of sequence on those streets will be moved face up to their correct position. The deal of the affected street will be completed if necessary. No betting will be permitted on the affected street. Any following street will then be dealt and betting will resume. Any bets made by players who receive out of sequence cards, which had not yet been returned to their correct position will be denied and returned to the player.
8. If a player exposes a card, during other than prescribed times, it is not considered an exposed card and will be required to play it as a down card.
9. A card will be burned on each round, following the second round.
10. Check and raise is permitted.
11. All raises must be at least equal to the size of the last bet.
12. Cards speak – hold your hand until you are sure of what your opponent has.
13. Once a card touches the muck, that hand is considered fouled. However, at the Floorperson's discretion, it may be considered retrievable.
14. No string bets or raises.
15. One short buy is allowed for every full buy-in.
16. Only the player with the dealer button may ask for an additional shuffle. Deal rotates clockwise.
17. If you show any cards to one player during or after a hand, any player at your table may demand that you show those cards to all players after a winner is determined.
18. No rabbit hunting. Once the cards are out of play, players cannot look through the discards or ask the dealer what is coming off the deck.
19. All players will act in turn. If a player checks, the player who checked first must show his hand first.
20. A player who indicates action towards betting or calling will be required to complete that action with a minimum bet. However, if a player is unaware of a raise he will not be held to that unless action has been taken behind this act.
21. All Hustler Casino rules apply. Management reserves the right to make decisions in the best interest of the game. All Management decisions are final.

CARIBBEAN STUD POKER

GLOSSARY

ANTE.....	The mandatory wager that players make to get their five cards.
BET.....	An optional bet that players make after seeing their five cards and one player/dealer's up card. The call Bet must be twice as the original Ante. If a player makes the call Bet, it means they wish to enter the showdown against the player/dealer.
PLAYER/DEALER.	A player, collection of players or an organized player base that acts as the bank in the game.
SURRENDER...	Forfeiting the original Ante, after players see their five cards.
TIE HANDS...	The hands that have the same valued cards in them, irrespective of their suits
PUSH.....	When two tie hands appear between a player and the player/banker.
QUALIFY.....	When the player/dealer has an (Ace / King) or higher in his/her hand.

HOW TO PLAY

In Caribbean Stud Poker, players Ante to receive a five card, face down. Players may either surrender or Call with the back Bet twice the Ante. The cards are dealt five in rotation from the player/dealer left to right. The player /dealers' top card will be turn up. Player /dealer will have four cards face down and one card face up. The player/dealer must have a poker value of at least an Ace/King to qualify. If the player /dealer does not get Ace/King or better, the player automatically wins the Ante bet even if the player's hand is lower than the player /dealer's therefore bluffing is always a viable options for the players. Collections and Jackpots are collected in advance.

BASIC CONCEPT AND STRUCTURE

1. A standard 52- card deck is used.
2. The game is played on a blackjack type table with up to eight players.
3. The object of the game is to make the highest possible poker hand.
4. High poker hand ranking is used to determine the comparative values of the hands. Royal flush is the highest rank and no pair is the lowest.
5. In front of each player's position two betting spots exist: ANTE and BET.
6. Two back-line betting is allowed in each position.
7. Players must place an ANTE prior to receiving their cards.
8. Each player will receive five cards.
9. No drawing or discarding will take place during the game.
10. Player/dealer receives four face-down cards and one face-up card.

11. The player/dealer's last card is used to determine the action position.
12. Players will examine their hands and decide whether to call or fold.
13. Player may fold and forfeit their entire ANTE.
14. Otherwise, they must call by placing a "BET" in the appropriate circle. Without exception, the BET must be double the ANTE.
15. All players must put their cards face down on the table.
16. The player/dealer hand must qualify to play. Ace / King is the only qualifying hand.
17. If the bank does not qualify, all players who called will be paid even money on their ANTE bets and their BETs are returned. The values of the hands are irrelevant.
18. If the player/dealer's hand qualifies, then players' hands must be compared with the dealer's hand.
19. Hands with higher values win and hands with equal values push.
20. The Third Proposition Players, as prescribed by law, are permitted to play and hold the player/dealer position.

LIMITS AND RATES

The rates and limits may be changed or altered under management's discretion with or without prior notice.

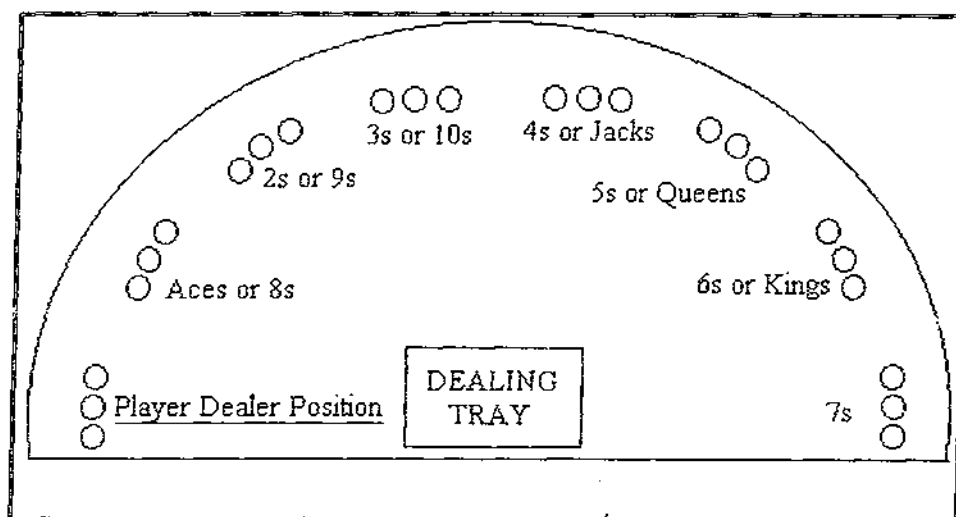
GAME LIMIT	COLLECTION FEES		BETTING LIMITS		JACKPOT FEES
	PLAYER	PLAYER/DEALER	ANTE	BET	
\$5 to \$50	\$0.50	\$1	\$5 - \$25	\$10 - \$50	\$1
\$10 to \$100	\$1	\$2	\$10 - \$50	\$20 - \$100	\$1
\$50 to \$300	\$2	\$3	\$50 - \$150	\$100 - \$300	\$2

DEALING PROCEDURES

1. Deal eight piles of cards consisting of five cards per each pile.
2. The piles are formed in the Pai Gow Poker dealing style. Start from the left and move to the right by placing one card from the top of the deck for each pile.
3. After placing the eighth card, return to the first pile and continue the above procedure until completion.
4. While dealing, ask and inform the player to place their collections and Ante bets.
5. Return the stub to the discard holder.
6. Announce the last chance for betting and take collections from one side to the other.
7. Antes and collections are determined according to the table limit.
8. Post the appropriate collection and drop the jackpot fees.
9. The piles are dealt by giving the first pile to the first betting position, clockwise from the player/dealer.
10. After delivering all hands, turn open the top card of the bank's hand and protect the entire

- hand with a dealer button.
11. At this time, players must act in turn by exercising one of the following options:
 - a) Surrender by forfeiting their wagers (Ante); or
 - b) Continue playing by placing an additional Bet wager. The Bet wager must be exactly double the amount of the Ante bet.
 12. A player surrendering must leave his/her cards face down on the table; the dealer then places the Ante bet on top of the surrendered hand.
 13. When a player calls, he/she must post another wager in the Bet circle and leave his/her cards face down on the table.
 14. After all players acted, expose the remaining of the player/dealer's hand one card at a time.
 15. Place the action button where the last card of the bank's hand indicates. The following figure indicates the action positions in respect to the player/banker's positions.

NOTE: The player/dealer's position is always "0"



16. Once the action is determined, drop any jackpot fees and arrange the player/dealer's cards in a descending order from left.
17. If the bank's hand contains an (Ace / Queen) or lower, the bank does not qualify; if the bank's hand contains an (Ace / King) and higher it qualifies for further play.
 - A) When the bank does not qualify:
 - Announce: Bank does not qualify.
 - Starting from action button ignore the surrendered hands and proceed to the hands with Bets.
 - Return all of the called Bets to players and turn those players' hands open (do not compare).
 - In this situation, the contents of players' hands are irrelevant to the payoff.
 - When completed, return to the action hand and pay off according to the proper payoff procedures.
 - Collect the discards and prepare for the next hand.
 - Drop the collections.
 - B) When the bank qualifies:

- Announce the value of the bank's hand.
 - Beginning from the action button, proceed to those hands that have called Bets.
 - Open the player's hand and compare with the player/dealer's hand.
 - If the hand wins, leave it face up. If it loses, keep it face down and place the losing bets on top of it.
 - When completed, return to the action spot and pay off according to the proper payoff procedures. Be sure to understand and make the proper odd pay offs.
 - Collect the discards and prepare for the next hand.
 - Drop the collections.
18. When a "Commercial Banking Player" is banking alone, it is sufficient to collect all of the losing wagers and payoff the winning bets.
 19. All tie hands will push and no action will take place.
 20. Bets are collected or paid to the extent that the player/dealers' wagers cover.
 21. The order of the payoff is from the action button moving clockwise. In any given betting position the order is: Front bet (Ante Bet), and the back Bet (Call Bet).
 22. Players not receiving action will not be issued a free collection button.
 23. Without exceptions, all of the Antes are paid 1 to 1.
 24. Under normal circumstances Call bets are paid 1 to 1, however, special hands have different pay out schedule. The following is the Bonus Schedule:

WINNING HAND	ODDS PAYOUT
1) Pair of Aces or less	1 to 1
2) Two pairs	2 to 1
3) Three of a kind	3 to 1
4) Straight	5 to 1
5) Flush	6 to 1
6) Full house	7 to 1
7) Four of a kind	8 to 1
8) Straight flush	9 to 1
9) Royal Flush	10 to 1

ELIGIBILITY FOR THE JACKPOT PRIZE

Only patrons participating in the first Player-Dealer position are eligible to win the Jackpot Prize. If there is more than one player with a wager in the first player-dealer position, the Jackpot Prize will be divided pro-rata based on the amounts of their respective wagers between the players. All players in the player position, who have made a wager and have paid the table fee for any betting circle, regardless the amount wagered, are eligible to win and share the Jackpot Prize. Eligible players in the player position will share the Jackpot Prize in equal shares regardless of the amount of their wagers.

- A minimum of four players is required to qualify for the jackpot game.
- Only the player in the first player/dealer position pays the Jackpot fees.
- When there is more than one player participating in the first Player-Dealer position, the player who has the most money in action will be responsible for posting the full Jackpot fee.

QUALIFYING HANDS

To increase or decrease the frequency (odds) of the Caribbean Stud Poker Jackpots Qualifying Hands, management reserves the right to adjust, the Qualifying Hands. The management will also give ample advance notice to all patrons of any changes to the Qualifying Hands. The Qualifying Hands for the three types Caribbean Stud Poker Jackpots are:

A) BAD BEAT JACKPOT:

- Any flush losing to another flush or higher hand.
- After the winning hands are confirmed, the losing player with the designated second hand will receive sixty (60%) percent of the posted Jackpot Prize.
- The player with the designated first hand will receive twenty (20%) percent of the posted Jackpot Prize.
- The remaining twenty (20%) percent of the posted Jackpot Prize will be evenly distributed among all other players at the table who have made a wager and paid a table fee collection for that particular hand

B) SUPER JACKPOT:

- A full house beaten by the higher full house or better.
- After the winning hands in a Super Jackpot are confirmed, the player who lost with the designated second hand will receive sixty (60%) percent of the posted Jackpot Prize
- The player with the designated first hand will receive twenty (20%) percent of the posted Jackpot Prize.
- The remaining twenty (20%) percent of the posted Jackpot Prize will be evenly distributed among all other players at the table who have made a wager and paid a table fee collection for that particular hand.

C) ROYAL JACKPOT:

- A Straight or less beaten by a Royal Flush.

- After the winning hands in a Royal Jackpot are confirmed, the player who lost with the designated hand will receive twenty (20%) percent of the posted Jackpot Prize.
- The player with the designated best hand will receive sixty (60%) percent of the posted Jackpot Prize.
- The remaining twenty (20%) percent of the posted Jackpot Prize will be evenly distributed among all other players at the table who have made a wager and paid a table fee collection for that particular hand.

NOTE:

- In one rare situation where the player/dealer has a royal flush and another player at the table has full house or better, the player/dealer can win portion of both bad beat jackpot and designated hands jackpot in the same round. The player-dealer will receive 60% percent of the Designated Hand Jackpot posted prize and 20% from Bad Beat Jackpot posted prize.
- If the player /dealer is a third-party proposition player, the total wining money(60% and 20%) will be not be paid and will remain in the Jackpot Fund.

EAZY- POKER

BASICS AND CONCEPTS:

- 1) The game is played with a standard deck of 52 cards; joker is not included.
- 2) Up to seven players can play the game at any given time.
- 3) Cards and hands in Eazy Poker are dealt similar to a Hold'em game.
- 4) Unlike Hold'em, one of the players acts as a player-banker. This player posts certain amount of chips for the bank. All other players play against this bank.
- 5) The "River" card determines the position of action.
- 6) All wagers are settled beginning from the action position to the extend that bank covers.

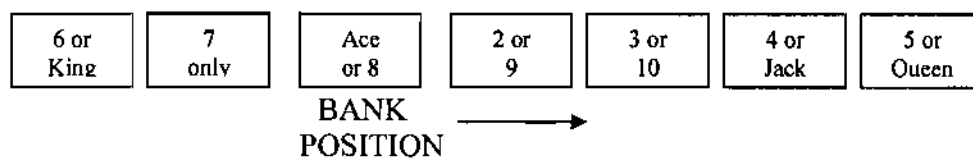
COMMON RULES

- 1) Player banker must qualify with a pair of 2's or better. Player banker cannot win if the bank's hand does not qualify. (It can only lose or push)
- 2) All Hold'em and general poker rules apply.
- 3) Only one player per hand; this rule must be strictly enforced.
- 4) No discussion about the content of players' hands is allowed. Violation of this rule will result in a fouled hand and the forfeiture of the wager.
- 5) There is no maximum in the player-banker's wager.

PROCEDURES:

- 1) In a new game, the DEALER button is always placed on seat number one.
- 2) Prior to the dealing of the cards, players must place their antes and collections. (See the rate chart for various limits of the game.)
- 3) The deck is riffled according to the Hustler Casino's shuffling procedures: scramble, shuffle-shuffle, box, shuffle.
- 4) After the shuffle, collections are taken. For increased accuracy and speed, collections should be gathered from one end of the table to the other.

- 5) Collections are then converted to the largest denomination of chips and posted on the collection slot. At no time a collection is reimbursed unless it is authorized by a floorperson or a supervisor.
- 6) Antes will remain in front of the players. They will be settled during the payoff.
- 7) The deck is cut onto a cut card using one hand in one forward motion.
- 8) Each player, starting from the first player after the dealer button is dealt two cards face down in a clockwise rotation.
- 9) At this time, players must either check or place a wager. The betting action always starts from the first clockwise player from the DEALER button.
- 10) Players must bet within the limits of the game.
- 11) By placing a bet, players reserve the option to check or to bet during the next rounds of betting. (See the rate chart for various limits of the game)
- 12) By checking, a player forfeits the option to make a bet for the remainder of the game.
- 13) After all of the players have acted, the dealer must then burn one card and produce a flop. Three cards are snap counted and spread from left to right in the center of the table.
- 14) At this point, players who have made a bet during the last round have the option to place another bet or to check. For these players check and bet is allowed.
- 15) Players who checked previously can no longer bet.
- 16) After this round of betting, the dealer must burn one card and place a "Turn" card.
- 17) Another round of betting starts at this point. (See #10 and #11.)
- 18) From this point forward, all of the bets are doubled.
- 19) At the conclusion of this betting round, another card is burnt and the "River" card is dealt.
- 20) At this point, the Action Button must be placed according to the "River" card.
- 21) Ace and 8 represent bank's position; other spots are counted clockwise from bank's spot.



- 22) Players then must conclude the betting round.
- 23) After everyone has acted, the dealer must burn another card and deal two "2-card" hands for the player-banker. Cards are dealt alternately in two piles.

- 24) The player-banker's hand is dealt in front of the dealer.
- 25) Once the two "2-card" hands are dealt, the stub is discarded.
- 26) Stub must be snap counted every fourth hand for verification.
- 27) At this time, both of the player-banker's hands will be exposed.
- 28) The better five-card hand will be kept and the other discarded. The player/banker must qualify with a pair of fives or more.
- 29) Once the player-banker's hand is determined, starting from the ACTION button, the dealer must expose and compare the players' hands to that of the player-banker.
- 30) If a hand loses, it must be turned face down and the chips placed on top of it.
- 31) If a hand wins, it must be left face up in front of the bets.
- 32) After comparing all of the hands, payoff should begin starting from the ACTION button.
- 33) If a player loses, his/her wager must be matched with the bank's money and given back to the player-banker.
- 34) If a player wins, the matching amount must be deducted from the player-banker's wager and given to the player.
- 35) All players' bets are settled to the extent that money covers.
- 36) Once a player-banker runs out of money, that player's betting action is concluded and the next player-banker's action begins.
- 37) If the bank covers all of the bets, the losing bets can be collected and winning bets paid off irrespective of the action position.

EAZY POKER RATE CHART

COLLECTION	ANTE	1 ST ROUND	2 ND ROUND	3 RD ROUND	4 TH ROUND
\$1	\$5	\$5	\$5	\$10	\$10
\$1	\$10	\$10	\$10	\$20	\$20
\$1	\$25	\$25	\$25	\$50	\$50
\$2	\$50	\$50	\$50	\$100	\$100
\$3	\$100	\$100	\$100	\$200	\$200

CALIFORNIA BACCARAT

California Baccarat is played with a shoe that contains eight standard 52 card decks plus eight Jokers. A Joker may have any numerical value from "0" to "9". The total number of cards in a shoe is 424.

HOW TO PLAY

1. All cards have their face value with the exception of the Joker that can be played as a wild card.
2. Face cards have the value of "0".
3. Value of each hand is determined by adding the numerical values of the cards of the hand.
4. The object of the game is to obtain a hand that the sum of its cards is "9" or closer to it.
5. Players will receive two cards starting with the action button.
6. Players have the option of drawing one card.
7. A hand that contains a Joker automatically has the value of "9".
8. A hand that contains two Jokers is a natural "9" and is better than all other non-natural "9's".
9. If the sum of cards in a hand is more than "10", the value of that hand is the sum of the hand minus multiple of "10, for example: $10+3+8=1$.
10. Players must position their hands in the proper "HIT" or "Stand" box in order to receive or not receive a draw card.
11. Each player has the option to be the player/dealer for two consecutive hands on any betting position.
12. The player/dealer must shake the dice to randomly pick a position for the start of the action.
13. Player/dealers holding a natural "9" will automatically win all hands to the extent that money covers with the exception of other natural "9's" held by players.
14. All players including the player/dealer must draw on "0's", "1's", "2's", "3's", and "4's".
15. All players including the player/dealer must stand on "7's", "8's", and "9's".
16. All players have the option to HIT or STAND on "5's" but must STAND on "6's".
17. Player/dealer has the option of HIT or STAND on "5's" and "6's".
18. Settlement of all hands start with the action button.

19. Hands that have higher numerical value than the player/dealer's hand will win and the hands that have lower numerical value than the player/dealer will lose.
20. All hands that have the same value as the player/dealer's (ties) are push hands and receive no action.
21. All pay-offs start with the action button.
22. All pay-offs extend to the amount that the player/dealer's wager covers.
23. Players who do not receive action on their wagers will receive courtesy time for their next hand.

GAME RULES:

1. Players are responsible for protection of their hands, correct number of the cards before the draw, and their chips, therefore, any discussion or comment regarding the content of any hands are not allowed.
2. Players are responsible for correct playing of their hands; prior to the opening of the player/dealer's hand, any attempt to change the hand from one box to another will cause that hand to be played by the House floor personnel according to the House Way (except option hand).
3. At the request of a player, the House Dealer may play a hand (except the player/dealer's hand) according to the following house way: A) Draw on "4" and under. B) Stand on "5" and above.
4. In case of inadvertent misplay of a "House Way" hand, the draw cards will be readjusted to their correct playing position.
5. In case of inadvertent misplay of a hand by the player, the draw cards may not be readjusted, that player's hand will automatically lose to the extent that money covers and all other hands will play as is. Intentional misplaying of hands will not be tolerated.
6. A misdeal is declared when:
 - a) The deal is out of position and two or more hands are looked at.
 - b) The deal is out of position and the player/dealer's hand is looked at.
 - c) Two or more players receive incorrect number of cards and the cards are not retrievable.
 - d) The player/dealer doesn't have correct number of cards.
7. A misdeal is not declared when the pay off is commenced.
8. Seated players may not prohibit anyone from backline wagering.

9. Player/Dealer- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

HOUSE RULES

1. Time collections are taken in advance.
2. Players must wager at least the minimum bet of the table limit.
3. All cash must be changed to chips.
4. "Kum-Kum" bets are collected and paid as one bet. The "House" will not be responsible for disputes that may arise from those bets.
5. Players removing their wagers prior to completion of the payoff may lose the maximum bet or win the minimum bet amount.
6. All cards must stay on the plane of the table.
7. Attempts to switch, pass, or hold out cards will cause the player's hand to be foul and forfeiture of that wager to the extent that money covers. Players found guilty of such actions will be barred and may be subject to prosecution.
8. Players in violation of the game or the House rules must accept consequences and decisions rendered by the floor Supervisors without exception.
9. The floor personnel's decision is absolutely final.
10. Player/Dealer- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

11. Hustler Casino management reserves the right to make decisions which are in the best interest of the games. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

LA BLACKJACK

LA Blackjack uses a six deck shoe. Each deck has 52 cards and up to 4 "Jokers" depending on the game. Aces have a value of 1 or 11 while the "Jokers" count as 2 or 12. All cards are dealt face up except for the player/dealer's hole card. Each player is dealt two cards and may hit (Draw additional cards.) Cards are always dealt clockwise, starting from the first seat position. The player/dealer receives their cards last. Two aces on the first two cards, or a Joker and a card value of 10 is a "Natural".

The object of L.A. Blackjack is to beat the opposing player. (Player verses player/dealer). The closest total to 22 without going over is the best hand. If both hands are over 22, the lowest point total closest to 22 wins. If both player and player/dealer hands total the same, the hand is a push* (*With the exception of 18: If both player/dealer and player hands total 18, this is NOT a push, player/dealer wins).

- All cards have face value.
- Jokers count as 2 or 12.
- Aces have a value of 1 or 11.
- The value of each hand is the sum of its cards.
- All Player's hands are compared with the player/dealer's hand
- Cards are dealt face up except for the player/dealer's hole card.
- Players may not touch cards at any time.
- Player/dealer can win or lose up to the amount bet.
- Player/dealer wins ties on 18.
- The position of player/dealer rotates. Each position may act as player/dealer twice.
- Players may not act as player/dealer unless they have made a bet as a player during the last round.
- Player/dealer MUST hit soft 18 and lower.
- Player/dealer MUST STAND on hard 18 and higher.

L.A. BLACKJACK RULES

Player/dealer hole card was dealt to player opposing player/dealer:

This is ALWAYS a misdeal

Player/dealer was not dealt a hole card and draw began:

This is ALWAYS a misdeal.

One position with a wager received only one card:

If the draw has NOT begun it is a MISDEAL. If the draw has begun, the hand will be dead and money will be "Washed" deducted from the player/dealer.

Position received 3 cards:

Before the draw it is a misdeal IF the cards cannot be backed up or forwarded to the correct players without exposing the player/dealer hole card.

After the draw the hand will be dead and money will be "Washed", deducted from the player/dealer.

Position with wager dealt no cards:

Before the draw, it will be a misdeal.

After the draw, dealer will deal to the existing hands and player who was dealt no cards will receive collection back.

Player/dealer's hole card is exposed:

The hand will play as dealt. It will NOT be a misdeal.

Draw starts in the wrong spot:

If only 1 card is exposed, then burn that card and 3 additional cards (Face down) and continue.

If 2 or more cards are dealt, it is too late and the draw will continue around the table.

A player who requests a hit is skipped:

If player/dealer hand has NOT been opened, the player will have the opportunity to draw after other players have completed the play of their hands.

If player/dealer hand has NOT been opened, the player/dealer will have the opportunity to draw after other players have completed the play of their hands.

If player/dealer hand has been opened and drawn a card, the money will be "Washed".

A player overhits a hand:

We will burn that card and three additional cards.

A card is inadvertently exposed without a proper hand signal:

We will burn that card and 3 additional cards. NEVER ADVANCE AN EXPOSED DRAW CARD.

Boxed cards:

A card found face up will not be used and will be placed in the discard rack. The card will be treated merely as a piece of paper and deal or draw will continue.

Advancing an exposed draw card:

WE WILL NEVER ADVANCE AN EXPOSED DRAW CARD

House way:

THERE IS NO "HOUSE WAY"

Since we do not have a house way, we cannot have a no action hand. If the player/dealer wants to lock up a seat in order to act as player/dealer, he cannot. If the player wants to lock up a seat in order to act as player/dealer, he cannot. The seated player will be permitted to act as player/dealer even if there has not been a wager in that spot on the previous hand.

Players options:

\$10-100: 12 and lower – must hit
13 through 17 – optional
soft 18 – must hit
hard 18 and higher – MUST STAND
(Player has no option on soft 19 – must stand)

\$2-10 12 and lower – must hit
13 through soft 19 – optional
hard 19 and above – MUST STAND

Player/Dealer- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing

players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

Three Card Poker

Three Card Poker

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Any use of the game, rules, and/or trademarks without written authorization from Shufflemaster Inc., is prohibited by law.

Existing Issued Patents

5,685,774	November 1, 1997	Method of Playing Card Games
6,237,916	May 29, 2001	Method and Apparatus for Playing Card Games
6,345,823	February 12, 2003	Method and Apparatus for Playing Card Games
6,698,759	March 2, 2004	Player Banked Three Card Poker and Associated Games

Additional Pending Patent Applications

Pending application serial no. 10/152,325 filed May 20, 2002, Four Card Poker and Associated Games

Three Card Poker

OBJECT OF THE GAME

The object of Three Card Poker is to beat the player/dealer in a three-card poker game.

- Ranking of Hands:
 - Straight flush
 - Three of a kind
 - Straight
 - Flush
 - Pair
 - High card

ROUND OF PLAY

1. Three Card Poker is played on either a standard-sized blackjack-style or poker-style table.
2. The game utilizes a standard 52-card deck.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. The game is played with up to seven players, plus a player/dealer. The house dealer deals the game.
5. Players must make an Ante wager and pay a collection to be dealt in. Each player receives three cards face down. The player/dealer receives three cards – two face down and one face up.
6. Once players inspect their hand, they have two options:
 - a. Fold the hand and forfeit the Ante; or
 - b. Stay in the game by making a Play bet; this bet must equal the Ante.
7. The player/dealer must qualify to play with a minimum Queen-high.
 - a. If the player/dealer does not qualify, the Play bet receives no action. The dealer shall immediately refund this bet to players.
 - b. The Ante will receive action. If the player's hand beats the player/dealer's hand, the dealer will then pay each Ante – the ones not surrendered by folding, i.e. even money.
 - c. If the player/dealer's hand qualifies, the dealer shall immediately stack each player's Play bet atop the Ante.

Three Card Poker

- i. If the player's hand beats the player/dealer's, the player wins even money.
 - ii. If the player/dealer's hand beats the player's, the player loses.
8. All bets receive action to the extent that the player/dealer wager covers.
9. The round of play ends when the player/dealer exhausts his bankroll, or when all player wagers receive full action.

Bonus Bet

1. A \$5.00 Bonus Bet collection must be placed on the Bonus Bet spot to qualify for Bonus Jackpot Bet pay. Bonus Bet must be placed prior to the initial deal.
2. Bonus Bets pay as follows:
 - a. Royal Flush 200:1
 - b. Straight Flush 40:1
 - c. Three of a Kind 30:1
 - d. Straight 6:1
 - e. Flush 3:1
 - f. One Pair 1:1

Glossary

Ante: The mandatory wager players make before seeing their hand.

Bonus Bet: An optional jackpot bet for players who placed an ante bet and paid collection.

See Bonus Bet pay chart above.

Fold: The player option to surrender his Ante, rather than continue in the game.

Play: An optional bet that players make after seeing their three-card hand. The Play bet must equal the Ante bet.

Play wager: If players make the Play bet, it means they wish to enter the showdown against the player/dealer. If players decide not to make the Play bet, they forfeit their Ante wager, and are no longer in the game.

Three Card Poker

COLLECTION RATES & LIMITS OFFERED

Table Limit/Spot \$2-\$50 \$300 max/seat

Player Collection per Spot

\$2 to \$4 \$0.25

\$5 to \$50 \$0.50

Player/Dealer Collection

When Total Bets \Rightarrow \$51 \$1.00

Table Limit/Spot \$5-\$50 \$600 max/seat

Player Collection per Spot

\$5 to \$50 \$0.50

Player/Dealer Collection

When Total Bets \$51 \Leftrightarrow \$100 \$1.00

When Total Bets \Rightarrow \$101 \$2.00

Table Limit/Spot \$10-\$100 \$1,000 max/seat

Player Collection per Spot

\$10 to \$100 \$1.00

Player/Dealer Collection

When Total Bets \$51 \Leftrightarrow \$100 \$1.00

When Total Bets \Rightarrow \$101 \$2.00

Table Limit/Spot \$50-\$300 \$2,000 max/seat

Player Collection per Spot

\$50 to \$300 \$2.00

Player/Dealer Collection

When Total Bets \$101 \Leftrightarrow \$500 \$3.00

When Total Bets \Rightarrow \$501 \$5.00



BASICS and PROCEDURES

- The object of Three Card Poker is to beat the player/dealer in a three-card poker game.

RANKING OF HANDS

- Straight flush
- Three of a kind
- Straight
- Flush
- Pair
- High card

- Three Card Poker is played with a standard deck of 52 cards.
- The game uses a standard-sized blackjack table or poker table.
- The game is played with up to seven players, plus a player dealer.
- The house dealer deals the game.
- Players must make an Ante wager and pay a collection to be dealt in.
- Players receive three cards face down. The player-dealer receives three cards - two face down and one face up.
- Once players inspect their hand, they have two options:
 - Fold the hand and forfeit the Ante; or
 - Stay in the game by making a Play bet; this bet must equal the Ante.
- The player-dealer must qualify to play with minimum Queen-high.
 - If the player/dealer does not qualify, the Play bet receives no action. The dealer shall immediately refund this bet to players.
 - The Ante will receive action if the player's hand beats the player-dealer's hand. The dealer will then pay each Ante and Play Bet (the ones not surrendered).
 - If the player/dealer hand qualifies, the dealer shall immediately stack each player's Play bet a top the Ante.
 - If the player's hand beats the player-dealer's, the player wins even money.
 - If the player-dealer's hand beats the player's, the player loses.
- All bets receive action to the extent that the player-dealer wager covers.
- The round of play ends when the player-dealer exhausts his bankroll, or when all player wagers receive full action.

21st CENTURY BLACKJACK

SECOND CHANCES

OBJECT OF THE GAME

The object of the 21st Century Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total, two Jokers or a "Natural ". This hand pays 2 to 1.)
- A "Natural " beats all other hands.
- A Joker is a "1 or 11"
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with one Joker added per deck is used in the play of the game. The game can be played with a minimum of two (2) and a maximum of eight (8) decks. Minimum of 2 and maximum of 8 jokers must be used.

- Two Jokers dealt as the first two cards is the best possible hand and is also known as a "Natural ".
- Any two cards consists of any ace with any face card is also the second best hand (Blackjack). Blackjack hand beats all other hands with the exception of Natural hands.
- An Ace has a value of either 1 or 11.
- Jokers are 1 or 11.
- All cards from 2-9 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

<u>Card</u>	<u>Value</u>
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10
Joker	1 or 11

ROUND OF PLAY

1. 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of him/her. The play starts from the right of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a standard 52-card deck, with the addition of one Joker per deck for a total of 53 cards. The game can be played with a minimum of a two decks, totaling 106 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "player/dealer" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the

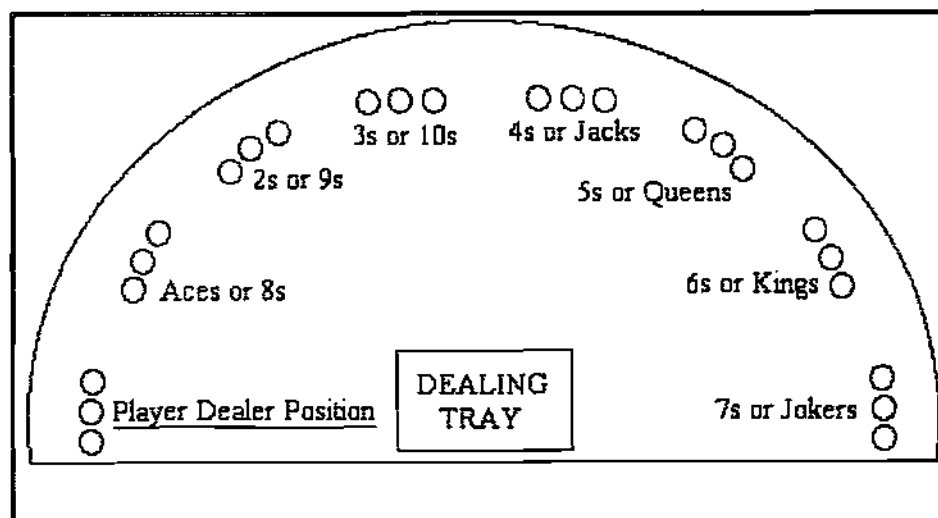
collection fees and drop them into a locked collection box affixed to the gaming table.

7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino dealer is the only person on the table to touch the cards. The players will signal to the dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's dealer first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
8. The casino dealer will deal a second face up card to the players, again starting at the player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card .
9. Players must follow the below listed charts in deciding whether to hit or stand on a particular hand.

Rules for Players		
Must Stand on	Must Hit on	Have Option on
<u>Soft & Hard 21</u>	<u>11 or Less</u>	<u>12</u>
		<u>13</u>
		<u>14</u>
		<u>15</u>

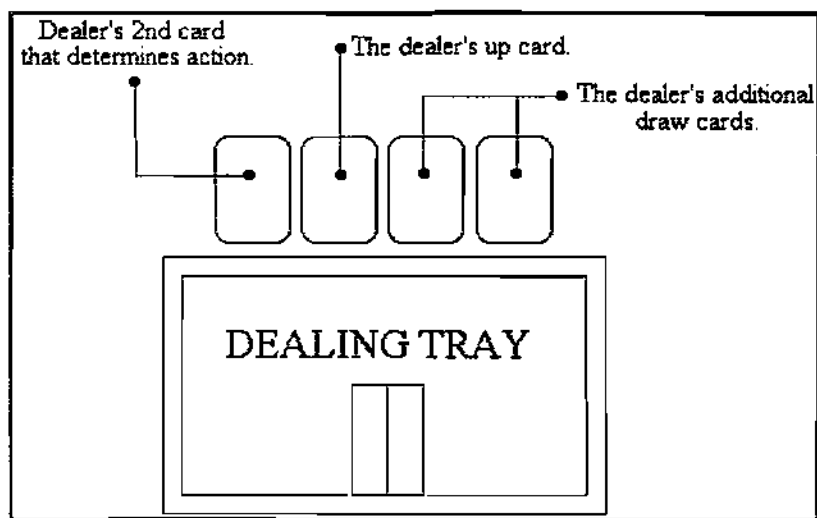
<u>Natural</u>		<u>16</u>
		<u>17</u>
		<u>18</u>
		<u>19</u>
		<u>20</u>

10. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the the house dealer will turn over player/Dealer hole card. This card will determine where the "action button" will be placed.
11. The action button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The action button is placed based on its numerical value and in comparison to the players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the action button).



The payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.

12. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected players by the casino or the Player/Dealer.
13. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will be dealt the next card and the action button will be placed. Winning and losing wagers will be determined and all pay-offs made. Players have no options on their hands if this occurs.
14. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



15. The casino dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

Rules for Player/Dealer

Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

16. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected players.
17. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
18. The next round of play begins once the casino dealer collects all cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural " (the first two cards dealt are Jokers) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural ", the hand is a push or tie, and no action is taken on the wager.
2. If a player's total is less than a "Natural " and the Player/Dealer's total is more than a "Natural ", the player wins the hand.
3. If a player's total is less than a "Natural " and the Player/Dealer's hand is less than a "Natural ", the hand closest to a "Natural " wins.
4. If a player and the Player/Dealer have the same total and it is less than a "Natural ", the hand is a push or tie, and no action is taken on the wager.
5. If a player's and the Player/Dealer's totals are more than a "Natural ", the following will apply:
 - 1) If the Player/Dealer is closer to a "Natural ", the Player/Dealer wins the hand.
 - 2) If the player is closer to a "Natural " the player lose with the exception of if player hand totals twenty three or higher, the player will " push" with the player /dealer hand when the player /dealer has a 3-card with value of hard 22 thru 25.
8. The Player/Dealer wins all ties or pushes over a "Natural ".
9. If a player has more than a "Natural " and the Player/Dealer has less than a "Natural ", the Player/Dealer wins. The player would win if they had less than a "Natural " and the Player/Dealer had more than a "Natural ".
10. Two cards 21(blackjack) beat all other hands. With the exception of two jokers (Natural)
12. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.

13. All collection fees are collected by the casino dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
14. Backline betting is allowed; subject to local ordinance or code.
15. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

21st Century Blackjack

DOUBLE-DOWN, SPLIT, SURRENDER, ODDS INSURANCE

DOUBLE-DOWN-Players can double-down on any two cards at anytime with the exception of all Natural hand and 21. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.

SPLIT- Players can split any two cards with any value, originally dealt to them. The exception is two Aces. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split.

Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game.

Multiple splitting of cards is permitted.

SURANDER Players can surrender at anytime if they does not exceed 20. If they choose to surrender, half of their wager will be forfeited. The player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the player's) play for that hand will cease.

Players cannot double-down, split, or surrender when the Player/Dealer's first card dealt is a Joker.

There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is their any extra collection fee charged to the Player/Dealer.

ODDS Player's Joker-Joker or "Natural " pays 2 to 1.
Any blackjack hands pays 6 to 5

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

21st Century Blackjack

INSURANCE

When the dealer has an Ace showing, players can take insurance by betting 1/2 of their blackjack wager. If the player/dealer has a blackjack the insurance bet is paid 2 to 1 and the player's blackjack wager loses if the player does not have a blackjack.

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

21st Century Blackjack

Collection

Table Limits	Player/dealer	Player
\$2- \$20	25cents	25cents
\$ 5-\$ 50	50 cents	50 cents
\$ 10-\$100	\$ 1	\$ 1
\$ 50-300	\$ 2	\$ 2

SECTION III – GAME INFORMATION/SPECIFICS

1. Name of the controlled game.

FastDeal Poker - Texas Hold 'Em

2. Copies of published/proposed promotions or advertisement literature must accompany this application.

Please see attached literature.

3. A detailed description of the rules of the controller game must be attached; to be included:

a. Standards of play

This type of Poker is based on 5 card hands. These hands are ranked in order of the difficulty in achieving these specific combinations of cards.

Cards from a standard playing deck are numbered 2-10, J, Q, K, A, from lowest to highest value. Each card also has one of four different "suits" -- hearts (h), clubs (c), spades (s), and diamonds (d).

Specific combinations of these cards represent the Poker Hands, and are listed here in descending order of rank:

Royal Flush – 10 through Ace, of the same suit
Straight Flush – 5 Consecutive ranks, same suit
Four of a Kind – Four cards of the same rank
Full House - Three of the same rank accompanied by a pair
Flush – Five cards of the same suit
Straight – Five consecutive ranks
Three of a kind - Three cards of the same rank
Two Pair - Two Pair of cards with the same rank
Pair- Single pair of cards with the same rank
High card- Highest card in rank out of all hands shown

Examples:

Royal Flush:	10s-Js-Qs-Ks-As
Straight Flush:	2h-3h-4h-5h-6h
Four of a Kind:	As-Ac-Ah-Ad-X
Full House:	As-Ac-Ah-10h-10c
Flush:	2c-5c-9c-Ac-Jc
Straight:	2s-3d-4h-5c-6s
Three of a kind:	9h-9s-9c-X-X
Two Pair:	AS-Ah-Jc-Jh-X
One Pair:	Kh-Ks-X-X-X

High Card: As-Kh-2c-Qs-3d

X = any card

Texas Hold'Em Rules

- The game usually involves a table of about 10 players. One player is arbitrarily labeled the "dealer" (or "button"). Play starts to the left of the "dealer", and continues in a clock-wise order.
- After each hand, the "dealer" designation moves one position to the left. So every player at the table has his fair share as "dealer". Note: in a casino, there is a designated dealer who physically deals the cards... but this naming convention remains to allow everyone to have a fair turn in the "dealer" position. The "dealer" position is advantageous because that player is the last to act during betting. Everyone else must either bet or fold before the "dealer" has to act.
- Each player is dealt two cards face down. These are the player's private cards and should not be shown to anyone else. Each player looks at their cards and a round of betting ensues. As always, play starts to the left of the dealer and each player can either "bet", "raise", or "fold" depending on how strong they feel their cards are.
- If a player "raises" by increasing the bet, then subsequent players must either match that raise ("call") or fold (put down their cards). This way, everyone still playing (i.e. hasn't folded) has contributed an equal amount of money to the "pot".
- The Flop
 - Once the initial round of betting has finished, then three cards are dealt from the deck face-up in the middle of the table. These three cards are known as "The Flop" and represent community cards shared by everyone at the table. At this point, each player has a 5 card hand composed of two private cards and the three community cards.

Another round of betting/raising/folding ensues.

- The Turn
 - After everyone has bet on The Flop, a 4th community card is dealt -- called "The Turn". Another round of betting ensues.

Another round of betting/raising/folding ensues

- The River
 - After betting, a final community card is dealt -- called "The River". A final round of betting ensues. And once this is complete, players reveal their two private cards.
- The player with the best possible hand out of their set of cards is the winner and wins the money from the pot. If at any point during the betting rounds described above, only one person remains betting, while all other people have folded, then that one person wins the pot by default.

Blinds:

One additional rule that helps keep the game moving is the concept of "Blinds". The two players to the left of the dealer are known as the small and big blinds, respectively. These two players must put money into the pot before they see their first two cards (hence the name "blind"). This is to make sure there is always someone who has contributed to the pot so that there is always someone playing in each hand.

The small blind has to bet 1/2 of the minimum bet at the table, while the big blind has to bet equal to the minimum bet.

b. Is a "Standard" 52-card deck or other type of card deck used?

A standard 52-card is used for this game. It is rendered electronically, rather than a physical deck of cards. A fully certified Random Number Generator (RNG) is used to ensure all electronically dealt cards are sufficiently randomized. The RNG Certification Document is attached as Addendum I to this document.

c. Describe dealing procedures.

A FastDeal table dealing procedure is exactly the same as a live table; it just does everything in a computerized, electronic format. Each player is electronically dealt two cards face down to their private LCD screen. By touching the screen over the cards, the player can look at their personal (hole) cards and a round of betting ensues. As with a live game, the "deal" is rotated around the table. A small white "button" with the letter "D" on it will denote the current dealer.

Action before the "Flop" is started by the small and the big blinds just like live game. Play always starts to the left of the current "dealer" and each player can either "bet", "raise", or "fold" depending on how strong they feel their cards are.

If a player wishes to raise the wager on their hand being the best, they can raise their bet by using the chips on their LCD screen. Then subsequent players must either match that raise ("call") or fold (put down their cards, using the "fold" button). This way, everyone still playing (i.e. hasn't folded) has contributed an equal amount of money to the "pot".

The Flop

Once the initial round of betting has finished, then three cards are electronically dealt face up onto the LCD screen in the center of the table. These three cards are known as "The Flop" and represent the first three community cards shared by everyone at the table. At this point, each player has a 5 card hand composed of two private cards and the three community cards.

Another round of betting/raising/folding ensues via the touch sensitive LCD screens in front of each player.

The Turn

After everyone has bet on The Flop, a 4th community card is electronically dealt to the center screen– this card is called "The Turn". Another round of betting ensues.

The River

After betting, a fifth and final community card is dealt to the center LCD screen – it is often called "The River". A final round of betting ensues. And once this is complete, players reveal their two private cards.

The player with the best five card poker hand is deemed the winner of this round.

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush
6. Straight
7. Three of a Kind
8. Two Pair
9. One Pair
10. High Card

d. Number of players in the game.

The table can hold a maximum of ten players at one time.

e. Description of how and when the house fees are collected.

The drop rules will vary from card room to card room, but many follow similar rules where the drop amount changes depending on the amount of players being dealt a hand, regardless if they fold pre-flop. The key is "being dealt a hand", which means seated but logged out does not count. The Fast Deal system allows full

flexibility for the card room to implement their particular drop rules for any limit game.

Below is an example of a typical drop on a 3-6 Limit Hold ‘Em game

The drop will be as follows:

Active Players	Drop	Total	
1-3	\$1.00	\$1.00	
4-5	\$2.00	\$2.00	
6	\$3.00	\$3.00	
7-10	\$4.00	\$4.00	Maximum

The casinos will be able to set the drop rules indicating how much they will charge on a hand and what the maximum drop will be. The variations are as follows:

Charge if there is no flop?

How Many players to the flop?

Is the amount a set amount or a percentage?

What is the maximum amount that can be dropped?

Poker Automation will lease the tables to the card rooms for a preset amount per month and each card room will have the ability to set up their own drop rules.

f. Betting Limits

Betting limits will be set for the type of game being played. Again control of the betting limits will be determined by what game the house sets up on the table in question.

The two common betting limits can include, but are not limited to:

- No Limit Tables – No limit is placed on the amount a player can bet after the Big and Small Blinds bets are placed.
- Limit Table – A cap is placed on how much can be bet per each hand. A cap requires a bet and three raises Just as with a “live” Hold‘Em table, the betting limits is set by the house.

g. Betting Scheme

1. Checking and raising is permitted in all games.
2. In limit poker, all games allow a maximum of a bet and three raises in pots involving three or more players who are not all in. In no-limit there is no maximum number of raises.
3. In heads-up play, there is no maximum number of raises. This applies any time the action becomes heads-up before the raises have been capped. Once the raising is capped, it cannot be uncapped on that round of betting.
4. In limit play, an all-in wager of less than half a bet does not re-open the betting for any player who has already acted and is in the pot for all previous bets. A player facing less than half a bet may fold, call, or complete the wager. An all-in wager of a half a bet or more is treated as a full bet, and a player may fold, call, or make a full raise.
5. Any wager must be at least the size of the previous bet or raise in that round, unless a player is going all in.
6. In all games that utilize multiple blinds, all players must meet the total amount of their blind obligations every round they play. The button always moves forward and the blinds adjust accordingly.

h. How the winners are determined and paid.

The winner is determined by whichever active player (hasn't folded) has the best five-card hand after the fifth community card has been dealt and the final round of betting has been completed, or by an individual being the only active player left (everyone else folds their hands).

Payments are transferred automatically to the winning individual's account, and the system keeps a running total of all losses or winnings for all players. When a player wishes to leave the table and "cash out" their winnings or remaining monies, they select "Leave the Table" on their private LCD screen. The player then returns to the Poker Automation Kiosk where they created their player account. The player will swipe their card and log in using their player account password. From the main screen they have the option of printing out a ticket they can take to the cashier's cage window to receive their winnings or remaining monies.

4. Describe a "round of play"

After a set amount of people sit down at a table (house discretion), the floor manager will "start" play on that table by activating it on his tablet PC. In most cases this will mean after ten people have sat down at a table. The casino / floor manager also have the ability to allow a game to start with two to nine people at a table.

All players will swipe their cards in the card slot at the top of their LCD. The screen will ask them to enter their account password, and log them into the terminal.

After everyone is logged in, game play can begin.

Each player is dealt two cards to their personal LCD. After reviewing their cards, a player can either bet or fold.

All players who decide to stay in must bet or check, as play describes at that moment.

Once the first round of betting is complete, the computer (the dealer) will deal the 3 face up, community cards, also known as the “flop”. The second round of betting / raising / folding will now ensue.

After the second round of betting is complete, the computer will deal the fourth community card face up, also known as the “turn”. The third round of betting / raising / folding will now ensue.

After the third round of betting is complete, the computer will deal the fifth and last community card face up, also known as the “river”. The final round of betting will now ensue. Upon the completion of the final round all players’ private cards will be shown on the community screen (process is known as “showdown”) and the pot will be awarded to the player with the best hand combination and ranking.

5. Describe the type of gaming table utilized for this game.

The FastDeal table resembles a standard green poker table, minus the area usually reserved for a dealer. There are ten, 12 inch (diagonal dimension) LCD screens with a slide-in / slide-out card reader at the top, one for each player, and a 40 inch LCD screen in the center of the table. Addendum II includes visual representations of the FastDeal table.

6. List other equipment used.

7. Provide a glossary of terms used in the controlled game

Glossary

ACTION: A fold, check, call, bet, raise, or showdown.

AGGRESSIVE ACTION: A wager that could enable a player to win a pot without a showdown; a bet or a raise.

ALL IN: When you have put all of your playable money and chips into the pot during the course of a hand, you are said to be all in.

ANTE: A prescribed amount posted before the start of a hand by all players.

BET: The act of placing a wager in turn into the pot on any betting round, or the chips put into the pot.

BIG BLIND: The largest blind in a game.

BLIND: A required bet made before any cards are dealt.

BLIND BET or BLIND RAISE: A wager made prior to looking at any of your cards.

BLIND GAME: A game, which utilizes a blind.

BLUFF: To bet an inferior hand, attempting to eliminate all opponents.

BOARD: 1. The board on which a waiting list is kept for players wanting seats in specific games. 2. The five communal cards in Hold'em-format games.

BOARDCARDS: The community cards in the center of the table in Hold'em or Omaha. Also called board.

BOARDPERSON: A casino employee who puts names of players who are waiting for a game on the board.

BROKEN GAME: A game no longer in action.

BURN CARD: After the initial round of cards is dealt, the first card off the deck in each round that is placed under a chip in the pot, for security purposes. To do so is to burn the card; the card itself is called the burn card.

BUTTON: A player who is in the designated dealer position. See dealer button.

BUTTON GAMES: Games in which a dealer button is used.

BUY-IN: The minimum amount of money required to enter any game, usually five times the maximum bet.

CAGE: A cashier's window located in a casino where chip or money transactions take place.

CAPPED: Describes the situation in limit poker in which the maximum number of raises on the betting round has been reached.

CHECK: To waive the right to initiate the betting in a round, but to retain the right to act if another player initiates the betting.

CHECK-AND-RAISE: To waive the right to bet until a bet has been made by an opponent, and then to increase the bet by at least an equal amount when it is your turn to act.

DROP: A fee charged for each hand dealt.

COMMUNITY CARDS: The cards dealt face up in the center of the table can be used by all players to form their best hand in the games of hold'em and Omaha.

COMPLETE THE BET: To increase an all-in bet or forced bet to a full bet in limit poker.

DEAD MONEY: Chips that are taken into the center of the pot because they are not considered part of a particular player's bet.

DEALER BUTTON: A flat disk that indicates the player who would be in the dealing position for that hand (if there were not a house dealer). Often called "*the button*."

DECK: A collection of playing cards. In these games, the deck consists of:

1. 52 cards in seven-card stud, Hold'em, and Omaha.
2. 52 cards (including the joker) in ace-to-five lowball and draw poker.

DOWNCARDS: Cards that are dealt facedown in stud-format games.

FIXED LIMIT: In limit poker, any betting structure in which the amount of the bet on each particular round is predetermined and does not vary.

FLOORPERSON: A casino employee who seats players and makes decisions.

FLOP: In Hold'em or Omaha, the three community cards that are turned simultaneously after the first round of betting is complete.

FOLD: To throw a hand away and relinquish all interest in a pot.

FOURTH STREET: The second upcard in seven-card stud or the first boardcard after the flop in Hold'em (also called the turn card).

FLUSH: A poker hand consisting of five cards of the same suit.

FORCED BET: A required wager to start the action on the first betting round.

FULL BUY: A buy-in equivalent to at least the minimum requirement for a particular game.

FULL HOUSE: A hand consisting of three of a kind and a pair.

HAND: 1. Five cards arranged to create a ranking in poker games or all of a player's cards on a particular hand. 2. A single poker deal and the events that surround it, from the shuffle to the time a winner is determined.

HEADS-UP PLAY: Only two players involved in play.

HOLECARDS: The cards dealt facedown to a player.

KICKER: The highest unpaired card that helps determine the value of a five-card poker hand.

KILL OR KILL BLIND: 1. A blind doubled in amount in some lowball games required after you win two pots in a row. 2. An oversized blind increasing the stakes in some high-low split games required from a player who wins both the high and the low end of a pot of a prescribed size. 3. A voluntary blind doubled in amount used to increase the stakes in some lowball games.

KILL BUTTON: A button used in a lowball game to indicate a player who has won two pots in a row and is required to kill the pot.

KILL POT: A pot with a forced kill by the winner of the two previous pots, or the winner of an entire pot of sufficient size in a high-low split game. (Some pots can be voluntarily killed.)

LEG UP: Being in a situation equivalent to having won the previous pot, and thus liable to have to kill the following pot if you win the current pot.

MISSED BLIND: A required bet that is not posted when it is your turn to do so.

MUCK: 1. Cards that players have discarded. 2. The unused portion of the deck *and cards* that players have discarded, gathered facedown in the center of the table by the dealer.

NO-LIMIT: A betting structure where players are allowed to wager any or all of their chips in one bet.

OPENER: The player who made the first voluntary bet.

OPTION: The choice to raise a bet given to a player with a blind.

PAT HAND: A complete five-card hand (such as a straight, flush, or full house).

PICTURE CARD: A king, queen, or jack, also called a facecard or a paint.

PIP: The symbol used to represent the rank or suit of a card.

PLAYING THE BOARD: Using all five community cards for your hand in Hold'em.

POSITION: 1. The distance from the blinds or the button for any hand. 2. The order in which you act in a particular hand.

POT-LIMIT: The betting structure of a game in which you are allowed to bet up to the amount of the pot.

PUBLIC RELATIONS PLAYER: A casino employee who plays in games using his or her own money for the purpose of keeping a short-handed game from breaking up, or to start a new game. Also called prop or proposition player.

RAISE: To call a previous bet while making an additional bet simultaneously.

RERAISE: An increase in a wager at least the size of the previous bet which occurs after a raise.

RIVER CARD: The final card in any poker game.

SCOOPER: A player who wins both the high and the low portions of a pot in a split-pot game.

SET: Three of a kind, also called trips.

SIDE POT: A separate pot formed when one or more players are all in.

SHORT BUY: A buy-in that is less than the required minimum buy-in.

SHOWDOWN: The final act of determining the winner of the pot after all betting has been completed.

SMALL BLIND: In a game with multiple blind bets, the smallest blind.

SPLIT POT: A pot that is divided among players, either because of a tie for the best hand or by agreement prior to the showdown.

STRAIGHT: Five consecutive ranks of any suit.

STRAIGHT FLUSH: Five consecutive ranks of the same suit.

STREET: Cards dealt on a particular round in stud-format games. For instance, the fourth card in a player's hand is often known as fourth street, the sixth card as sixth street, and so on.

TABLE STAKES: 1. The amount of money you have on the table. This is the maximum amount that you can lose or that anyone can win from you on any one hand. 2. The requirement that players can wager only the money in front of them at the start of a hand, and can only buy more chips between hands.

TOURNAMENT: A competition for players to determine who is the best player.

TURN CARD: The fourth street card in Hold'em or Omaha.

TRIPS: Three of a kind, also called a set.

UPCARDS: Cards that are dealt face up for opponents to see in stud-format games.

WAGER: A bet or raise.